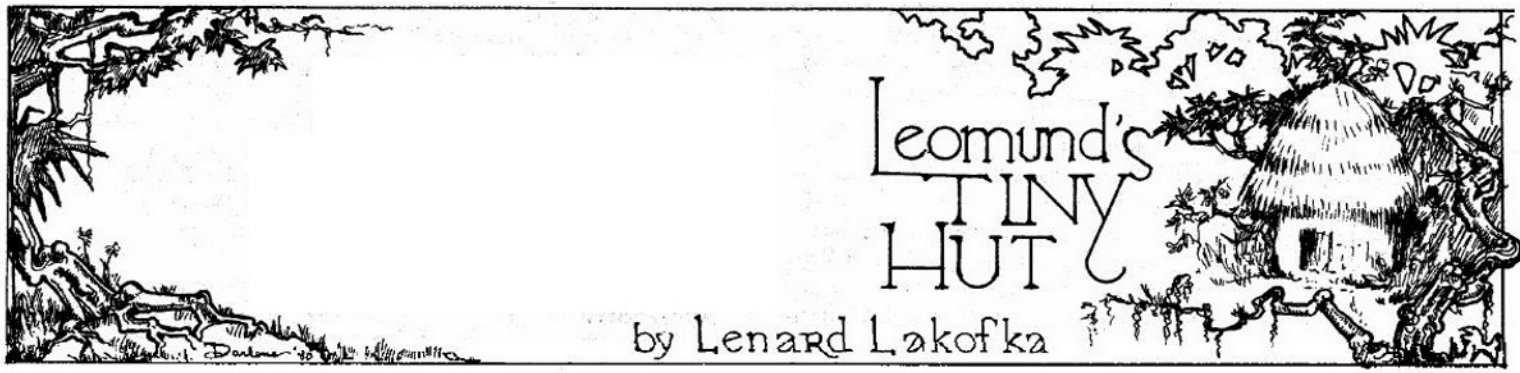
Leomund's
TINY
HUT
by Lenard Lakofka

Good Evening

Are You Wild About Vampires? Here's Something to Sink Your Teeth Into

This is the first installment in what we plan to make into a monthly feature. From the title, you may notice a connection to AD&D. If you read the forwards and prefaces in a number of the D&D and AD&D books, you will notice the author's name mentioned in most, if not all, of them. That he can speak with authority is authenticated there. —ED.

Lenard Lakofka

There is much information on the Vampire, but just as much is left unsaid and unquantified when the details of the play of the monster are studied. While many of the things stated about the Vampire herein may seem obvious, nevertheless arguments on each of these topics have arisen in this DM's experience

The Vampire has 8 + 3 hit dice, and once calculated the hit point total will not vary; thus, when the monster regenerates in its coffin a new hit point total is not generated. A Vampire can have its minions buy a figure it has killed so that human can rise as a Vampire on the next night. Note that humanoids and demihumans can NOT become vampires.

In theory, since the "draining" of a figure is due to the Negative Material Plane force, a humanoid or demihuman "drained" by a Vampire might become a lesser Undead that exists on the Negative Material Plane. However, this makes the Vampire too strong and is not allowed.

It should be noted that a Vampire is unlikely to want too many other "lesser" Vampires under his/her control. Thus the number of vampires under the control of a full 8 + 3 h.d. Vampire should be limited to no more than four at one time. If this rule is not observed, entire small towns would be full of Vampires in the span of a few short weeks! Furthermore, "lesser" Vampires will not create other "lesser" Vampires answerable to themselves; only the Full Vampire will create "lesser" Vampires as a matter of will and choice. Inadvertent creation of a Vampire is possible in either case if a body killed by a Vampire is buried and subsequently the body is dug up (assuming that the burying of the Vampire's kill does not properly prevent the body from rising again as a Vampire).

This brings up the point of how a body can be properly "disposed of" after being killed by a Vampire or a "lesser" Vampire. This process should be a simple one and accomplishable in a few ways: 1. The body and head can be separated; 2. The body can be burned; 3. The body can be disposed of just as a Vampire would be disposed of; or 4. The body is drained of blood and either a Bless, Prayer, Chant or Exorcism is said over the corpse. Other reasonable means can be ruled on by the DM.

The Vampire's existence on the Negative Material Plane is such that normal Invisibility can be foiled by his/her ability to see into another plane. My personal ruling in this regard is a range of 40 feet with a 50% chance per direct viewing (that is, looking right at the invisible creature/object) of seeing the invisible object. Naturally the size of the invisible object can vary this percentage. The Vampire also has a 5% natural chance to observe Invisibility due to its level and intelligence (see the *Dungeon Masters' Guide).*

Other Vampire Forms

The Vampire has the ability to become a Giant Bat and also a Gaseous Cloud at will. This transformation is very rapid (taking only 1–4 segments with the 4 segments only being used if the Vampire is surprised) and the new form can operate after but a 1-segment delay; this applies to the alternate forms of Bat to Cloud, Cloud to Vampire, etc. In the Bat and Cloud forms the abilities of the Vampire are, at best, poorly defined. First of all, the Vampire can not Drain, Summon, Charm or use its physical strength in either form. Changing to another form will cause all carried items to change also.

As a Bat, the monster has the following statistics:

Hit Dice (for attack purposes) 2 + 1; Hit points are based upon its full hit die potential; Move 18"; Damage per attack 1–2 but not draining ability; susceptibility to spells is just the same as in Vampire form (a full list of spell immunities follows); a magic weapon IS needed to inflict damage. The Bat can see with the Vampire's eyes (i.e., it has Infravision) but it can not detect Invisibility. The vampire does not regenerate in the Bat form. The Bat has only minor existence on the Negative Material Plane, so there is no draining of levels or strength by the Bat's attack

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Heomund's Tiny Hut

(touch). The Bat form never has any abilities of the Vampire's former profession in life. The Bat is not an animal in any way, so spells affecting animals only do not come into play. However, if the Vampire summons Bats and then turns into a Bat himself/herself, he/she can lead the summoned bats in some direction, even away from a party. It can not Command the bats in the classic sense; it can only obtain reaction by its own example, which the bats will mimic.

In Gaseous form, the Vampire has different abilities and characteristics.

Its sense of vision is reduced and it can not see with 20/20 vision nor with Infravision; a *slight* blurring effect comes into play. The Gaseous Cloud can move at 6" (faster than the Potion-bestowed Gaseous Form). It has no hit dice, attack abilities, regeneration abilities, summon abilities, harm abilities or drain abilities. It is immune to all magic except Fireball, Lightning Bolt (½ damage), Cold (½ damage), Air Elementals (double damage; this includes Djinni Whilrwinds) and Gust of Wind (which can overcome the 6" movement speed).

Even if the Vampire is "scattered to the four winds" it can re-form, given time (1-100 rounds; the decision must be based upon conditions). If it is split up and cannot re-form (part is in a container like a bottle, or part is on one side of a wall and part on the other with the connecting hole blocked), the Vampire is not killed unless he/she is exposed to sunlight or unless he/she was on the way back to his/her coffin because of a **forced** assumption of the Gaseous Form. If underground, the two parts could remain apart for years and still re-form; however, if the coffin has been disposed of while he/she was split up, then another matter arises. In Cloud form the Vampire is absolutely free to move as he/she chooses if he/she has not been **forced** into Gaseous Form (i.e., lost all hit points due to combat). If the Vampire is forced into Gaseous Form, he/she must make for his/her coffin by a reasonably direct route (no going out of the way to cross a river or bog).

The Cloud form can re-form quickly; it can also ooze through any space that is not airtight. It can even seep through soil that is not too moist at the rate of 1" per hour. In Gaseous Form, the Vampire has almost no Negative Plane existence, but the link is not completely broken. Note that if hard-pressed, a Vampire may break off melee by assuming Gaseous Form.

It is a wise decision to set a hit point total at which the Vampire will automatically go Gaseous in the next melee round. The Vampire, is, after all, a very intelligent monster and he/she will not waste himself/herself on Forced Gaseous Form if he/she can avoid it. During forced assumption of Gaseous Form, the Vampire is **most** vulnerable, since he/she can not do anything at all for 8 hours after entering his/her coffin in the Cloud form. Note also that if the Vampire is beyond the 2-hour limit of travel to reach his coffin, he/she will most certainly assume Gaseous Form before being forced into the situation!

Note that if the Vampire takes damage from one of the listed spells while in "Free will Gaseous Form" it could lose all hit points (remember, it does not regenerate in this form) and be forced to go to its coffin at once.

Immunity to Spells

The next subject concerning the Vampire is its immunities to various spells and spell forms. Clearly the Vampire is immune to Sleep, all Charms, all Holds, Poison and Paralyzation. In like manner, it is obviously immune to Death Magic. Under the realm of Charms and Holds, it is a logical extension that Suggestion will not work either. However, arguments from two different points of view can be offered in the case of Fear, Confusion, Magic Jar; Cause Wounds, Disease, or Blindness; Friends, Web, Stinking Cloud, Enfeeblement, Illusions, Polymorphs, Feeblemind, Raise Dead, Reincarnation, Power Word Stun and a few others I have yet to run into.

I rule that the following spells do not affect a Vampire, as extensions of its normal immunities; Fear, Friends, Stinking Cloud, Illusions that charm in some way, Raise Dead and Reincarnation.

Spells that fully effect a Vampire are Confusion, Magic Jar, Cause Wounds, Cause Blindness (if the Vampire must be touched, the loss of 2 levels is automatic — figure who delivers a spell by touch must do so with the bare hand, never with a gloved or covered hand!), Feeblemind and Power Word Stun.

Spells that I rule as variable in effect are Cause Disease (the Vampire can throw this one off by returning to his/her coffin for 8 hours of rest); Web (the Vampire has two ways out; Gaseous Cloud, and because he/she exists on another plane the Web can, at best, be half strength against the monster — one-fourth, if a saving throw is made. It takes a Vampire but 1–4 segments to become Gaseous, but he/she must remain in that form for a full round before taking normal or Bat shape.); Enfeeblement (since the monster is already dead and since the spell is based upon Cold, I rule that this spell has only half effect, or no effect if the normal saving throw is made.); Polymorphs (since the Vampire is an inherent shapechanger — though limited — as to what forms it can take — polymorphing the monster is only *temporary* in effect. The Vampire can shapechange back to normal form, Bat or Cloud on the next melee round. It is illogical to have an Undead become an elf, a red dragon or a beetle, since by its non-living nature the resultant polymorph will also be "non-living". Thus, a polymorph of an Undead always results in an Undead, but the polymorph would not have the powers and abilities of the new or old form, save for locomotion and speech. This rule prevents an evil MU from making a Shadow in a Wraith, e.g.). It is also noted that Vampires take but half damage from Cold and Electricity, but of course if a saving throw is made the damage is one-fourth. Note that a "Flame Tongue" or a "Frost Brand" sword does not prevent normal regeneration of hit points to a Vampire.

Regeneration

Regeneration is the next topic for discussion. The Vampire does not regenerate any points in Bat or Gaseous Form. It must be in "human" shape to regenerate. Note that regeneration, as well as other Vampire powers, are possible deep underground regardless of the time of day outside.

I rule the following way when it comes to what constitutes "deep underground." If the Vampire is abroad, goes outside, or sees daylight (he/she does *not* have to be *exposed* to daylight) he/she must return to the coffin at the next daylight period and must remain there through the day. However, if the coffin lid is opened in a non-daylight/sunlight situation, the Vampire can defend him/herself! Thus, the old canard about attacking a Vampire during the day is false!

Remember, this is not the Bram Stoker Vampire, this is the *Advanced Dungeons & Dragons* Vampire. The *AD&D* Vampire drains levels due to negative plane coexistence and does not necessarily bite the victim. Even if "far beneath the surface of the ground," the Vampire must return to his/her coffin eventually — I rule *once* each week. If the Vampire does not return to his/her coffin: 1. Within a week if underground the full time; 2. Each night if exposed to the outside (including seeing daylight), or 3. Within 3 hours of being reduced by melee (damaged) to zero points, the monster crosses over to the Negative Plane exclusively and can not return. On the Negative Plane the monster is virtually powerless, as its powers come from the *coexistence* on two planes. If he/she does go to the Negative Plane, all carried items remain behind.

The next big area of argument comes over what type of monster results when a Vampire kills a human, the human is buried, and then is unearthed the next night (or later). How the figure is killed is one major bone of contention: Does the figure die due to damage or due to being drained to zero level? If the figure dies due to damage (not all necessarily from the Vampire), then the figure can retain abilities from his/her former profession. If a 12th-level Wizard, for example, is wounded by some form of attack and is then touched by a Vampire such that he becomes a Necromancer but is also killed due to damage of the Vampire's touch, the resultant monster will be a "lesser" Vampire who is also a Necromancer!

This Vampire must read his spells just as before and rest periods are the same but are only allowed in the coffin. Since the figure is not alive, however, he may not again become a Wizard by experience, nor may he learn new spells. Furthermore, items that require a touch of a human hand (like a Wand, for example) will not function in his hand since he is not alive. As DM, you can rule in numerous ways as to which items need

the touch of a living hand (body) in order to function. This rule limits the power of the Vampire Spellcaster. If the figure dies by full draining, then all former profession abilities and levels are lost — the figure is a vampire, nothing more. It should be noted that a Vampire does not willingly want a "lesser" vampire whose profession level is very high (7th level or higher) since if the "lesser" ever gains full Vampire status he/she may not be friendly to his/her former master.

The "Lesser" Vampire

Exactly what is a "lesser" Vampire (". . . appropriately strengthed vampire under control of its slayer." AD&D Monster Manual, page 99)? He or she is the monster created by a Full Vampire after killing/draining the victim. This monster follows, to some degree, the rules set for Negative Plane Undead.

If a Wight kills a figure, a ". . . half-strength wight under (its) control . . ." will result. The same statement is made for the Wraith and the Spectre. Yet, "If the vampire which slew the creature is itself killed, the vampires created by it become free willed monsters."

Somehow all of this must be quantified. First of all, the "lesser" vampire is under the control of the Full Vampire even if killed by another "lesser" vampire. As long as the Full Vampire maintains control, the "lesser's" will is subject to his/her command.

Now the questions arise; is the "lesser" vampire half-strength or not, and if it is released to become "free willed" does it then grow to full strength? I'd say that the Vampire is ¾ strength, and if control is lost the vampire grows to Full Vampire status. To put this in rule form: A "lesser" Vampire must be uncontrolled for 7 days before it will become "free willed." Thus, if the Full Vampire gives commands or is present within 7 days the "lesser" vampire remains a "lesser" vampire. If the "lesser" becomes "free willed" it will take two full days to grow to Full Vampire status. Once it has "free will," the Full Vampire can not regain control, though it can have all of its statements take on the power of a Suggestion which the new "free willed Vampire" can Save versus. While this may seem like a contradiction of the "charm" rule, consider the circumstances of the exchange and the existing relationship. Note that the Full Vampire did not have to Charm the "lesser" vampire while the "lesser" was still alive!

The statistics for the "lesser" Vampire are as follows; 6 + 2 hit dice, A.C. 2, Move 12/18, Damage per attack 5-10; Special Attacks: Energy Drain*; Special Defenses: +1 or better to hit but Silver does half damage; Magic Resistance: As discussed in this article and as with a Full Vampire.

The importance differences are due to the fact that the "lesser" does not exist as strongly on the Negative Material Plane as the Full Vampire. If uncontrolled, the "lesser" has the "free will" to gain full Negative Plane access. Note the fewer hit dice. The Energy Drain of the "lesser" vampire is one level, plus a 50% chance for a second level to be drained. Note that Silver weapons do half damage. Finally, the "lesser" Vampire IS subject to a Raise Dead spell, if it fails its saving throw versus magic. The "lesser's" former profession abilities are retained with the obvious exceptions of those abilities defined by alignment. (There is no such thing as a Vampire-Paladin.)

A "lesser" vampire's physical strength is tied to its negative plane existence, so a "lesser" vampire does have a physical strength of 18/76. However, alignment and intelligence are open to some interpretation.

If the figure in life is stupid and foolish and his/her alignment is neutral, lawful or good, the transition to becoming a Vampire should not automatically change his/her intelligence or alignment. Obviously a Vampire is evil, and that change is automatic. But a "lesser" vampire can view evil from a lawful or neutral posture, at least initially. Eventually he/she will become chaotic, but this could take a period of time. I allow the monster a saving throw taken weekly to see if the alignment change occurs.

Intelligence/Wisdom is another matter. If, in life, the figure is Smart or Wise, then the resultant "lesser" vampire can have "exceptional" intelligence of 15–16. If the figure is not too bright then the resultant vampire should not be too bright either. The Vampire can acquire "cunning," but that should be worth no more than 2–8 points of Intelligence or Wisdom.

I raise the subject of intelligence because if Vampires used all of their intelligence and were lawful too, they likely would rule entire sections of the planet, if not the entire planet! Played intelligently, a Vampire would 1) accumulate at least two coffins; 2) create a few "lessers" to "guard the fort," 3) use their charming powers to gain minions; 4) never fight until melee does produce Forced Gaseous Form; and 5) use summoned and charmed monsters to weaken opposition before the Full Vampire him/herself enters the battle, etc.

A Vampire can go on for many hours picking away at a party before a final outcome is assured, one way or the other. If a Vampire knows his/her coffin is threatened and it is his/her last one, he/she will become extremely clever. Yet before any Vampire makes a really clever defense, the DM should have him/her make a saving throw to reflect his/her chaotic nature. In this way, the party has a better chance.

Summoning and Charming

Finally, the Vampire can summon and charm. The Vampire must be limited in its summoning ability, or thousands of rats and hundreds of wolves will appear. I allow a Vampire only three summons each night and there must be at least a full hour between each. I contend that this summons s of the magical Monster Summoning type and thus the argument about how many wolves, bats and rats are in the area is not germane. If the wolves, bats and rats are available and within 2–12 melee rounds, then they will come, of course.

What are the statistics of these summoned monsters?

BATS: 90% of the time they should be the mundane sort that "hang around" in caves, bell towers, etc. They have 1–4 hit points, are Armor Class 7 (due to size and speed), move 12" (but usually flurry about figures when a Vampire summons them), do "inadvertent" damage of 1 point 50% of the time — if and only if at least 5 are swarming around a single figure and the Armor Class of the victim indicates a hit. Swarms reduce the ability "to hit" by 3 points. 10% of the time, however, 1 Vampire Bat per 10 bats (round down) may appear. It is 1 hit die A.C. 8, moves slower, 9", and does 1 point of damage per hit. In addition, if it does it drains 1–4 points of blood just as a Stirge does but then flies away after 8 points are drained.

RATS: 90% of the time they should be the mundane sort that scurries about in dungeons, though they will always be especially large rats. 1–4 hit points, A.C. 8, bite causes 1 point of damage (no change of disease). But 10% of the time (and only in especially deep dungeons) Giant Sumatran Rats will appear, as per the *Monster Manual*. The quantity of these Giant Rats is 7–70 and not 10–100.

WOLVES: Their type should be a function of the climate. If in polar regions, Winter Wolves should appear, but only 2–7 would come. In other areas the chance of the normal wolf is 70% for the full 3–18 in number (see the *Monster Manual);* however, 30% of the time 2-14 (1d6 + 1d8) Dire Wolves will appear.

Lastly, we come to the Charm ability of a Vampire. When is a "glance met?" Can it be avoided? I use 1d20 for the figure Meleeing the Vampire and 1d12 for the Vampire (the case in which a Vampire meets someone casually can easily be adjudicated). If the 12-sided die equals or exceeds the roll on the 20-sided die the glance has been met. If the Vampire is surprised use 1d6; if the victim is surprised use 1d8 for him/her also. The victim, in melee, can purposefully avoid the glance by not facing the monster directly. Thus the Vampire will use 1d8 versus the player's 1d20 but the player is then –2 to hit the vampire and his/her own Armor Class is 2 levels lower. The player can't hit his/her opponent as easily, and since his/her own anticipation when attacked in melee is inhibited by not facing the monster, his/her Armor Class suffers.

When the Vampire does Charm, the victim immediately ceases hostility — no verbal command need be given. This Charm is far more powerful than a Charm Person spell, but obvious self-destruction will not be allowed. The charm is so powerful that the victim will fight his friends (at –2 to hit due to his/her zombie-like condition) and even allow him/herself to be drained of levels by the characteristic Vampire bite.

Hopefully, I haven't missed too much, but every DM knows how "inventive" players can be. A little common sense, regardless of what the textbooks omit or gloss over, is fully the prerogative of the Dungeonmaster.

All Good Things Must End . . .

Deadly determinations for an AD&D character's fate

Lenard Lakofka

The beginning of a character's life occurs when he (she) is awarded his (her) first set of hit points. Any study of death must begin at this same place: How many points does the character have?

I have heard in many AD&D circles, and I have announced in my games, that a character of "adventurer rank" begins with a full hit die of points for his (her) first allotment. A fighter gets 10, a cleric 8, a thief 6, a magic user 4, etc. (Note: a ranger gets 8+d8, a monk 4+d4.) This is adjusted for constitution so that our fighter could have as few as 8 (constitution of 3) or as many as 14 (constitution 18) hit points as a veteran. Each other class is treated in the same way. Thereafter the appropriate die (or dice) is thrown, the points adjusted for constitution, and awarded to the character.

If this system is used by the Dungeon Master it must be extended to ALL characters and non-player races (i.e., humans, half-orcs, half-elves, elves, halflings, gnomes and dwarves but not any monsters or humanoid—orcs, kobolds, giants, wyvems, etc. are excluded, and all their hit points come from random die rolls).

Having established the beginning, we can now define the end. When a character (or non-player character) reaches each listed hit-point threshold he (she) will be subjected to the following conditions:

Hit points after combat	Chance of death	Chance of mutilation	Chance of scarring	Loss of consciousness	Loss of strength & dex. bonuses
2	0%	0%	5%	0%	50%
	0%	0%	10%	50%	100%
0	10%	2%	15%	100%	100%
-1	30%	4%	20%	100%	100%
-2	50%	7%	30%	100%	100%
-3	70%	12%	50%	100%	100%
-4	90%	20%	80%	100%	100%
-5, -6	100%	40%	100%	100%	100%
-7, -8, -9	100%	70%	100%	100%	100%
-10	100%	100%	100%	100%	100%

With two hit points left (this assumes the character had at least 4 points to begin with), the character has a 5% chance to be wounded so as to receive a scar (obviously a blow from a weapon is most likely to produce this effect). In addition, the weakened figure is 50% likely to lose any strength and dexterity bonus(es) he (she) may have. If there is a bonus loss, the figure is also forced to give up his (her) ability to run. This in no way affects others types of performance, includng spell casting.

With one hit point left (this assumes the character had at least 4 points to begin with) the character has a 10% chance to receive a scar; loss of any dexterity or strength bonus(es) is automatic, plus loss of the ability to run. The figure is 50% likely to pass out. This condition is immediate upon receiving damage. 2-5 rounds later, if the figure makes a system shock saving throw, he (she) will regain consciousness. Once consciousness is regained (there are subsequent system shock checks every 2-5 rounds if the figure remains passed out) there are no further checks. Remember, this applies to player and non-player characters. To *casual* inspection, the figure looks dead but any close inspection will show the figure is alive.

At zero hit points the figure passes out but has only a 10% chance of immediate death. In 2-5 rounds, unless wounds are treated-there is NO treatment for electrical shock, etc., short of a spell-the figure must make a system shock roll. If he (she) makes the shock roll he (she) has "stabilized" and will not need a further check for 1 full hour. Subsequent checks must be made on an hour-by-hour basis. Failure to make a shock roll will mean the figure loses one more hit point and must again check for immediate death. If treated within the 2-5 round grace period (this means wounds bound, bums tended, etc.) the shock roll can be put off for 1 hour as stated above.

Welcome to

Heomund's Tiny Hut

If a Cure is used then there is no need to roll for system shock for the victim since he (she) will have at least 1 hit point. Again, there is a chance for scarring. This will take the form of a deep cut somewhere on the body; it will not impair the figure in any way but can be unsightly.

At zero points there is a small chance for mutilation. Mutilation would be loss of a body part or an internal organ that will hamper the figure. Restoration or a Wish is needed to restore (regrow) the body part before a Raise Dead can be successful. Note that any wound to the heart or a decapitation requires a Wish or Restoration before a Raise Dead can be successful. Thus, a headless or heartless corpse can never be raised and a new body part (the head or heart) can NOT be grown by restoration, though the original part can be restored by restoration. A mutilation chart follows:

MUTILATION

Die roll	Type of injury	Restoration?	Regrow?	Requires wish?	Absolute death?
1-2	decapitation	yes	no	no	if destroyed
3-7	heart mutilated	yes	no	no	if destroyed
8-20	one finger or toe	yes	yes	no	no

21-40	multiple fingers or toes including thumb (1-4)	yes	yes	no	no
41-50	hand	yes	yes	no	no
51-65	foot	yes	yes	no	no
66-80	arm or leg	yes	yes	no	no
81-88	eye	no	yes	no	no
89	both eves	no	yes	no	no
		yes	yes	no	no
	ear and hearing	no	yes	no	no
		yes	yes	no	no
		yes	yes	no	no
97-00	kidneys. brain. stomach. liver	yes	yes. except for brain	no. but yes for brain	only if brain destroyed

At minus one hit point. the chance for instant death goes up to 30%. All conditions listed remain as scored. The same is true for minus two. minus three or minus four. Note. however. that if a Cure does not produce a hit point total of at least plus one the figure must again roll to see if he (she) dies! Once a figure, having failed too many system shock rolls. sinks to minus five or lower, or once he dies due to the immediate death percentage. he (she) is dead and cures are of no avail.

Example: Charlie the Warrior (Hit points 17) gets attacked by multiple orcs. They chop him up so that he falls over with a hit point of minus three. The DM now rolls percentile dice to see if Charlie is :1-70 he is, 71-00 he is not. The DM rolls 82. Charlie is now lying sinking fast. If treatment is applied, Charlie is safe from or 1 full hour. If it is not, 2-5 rounds after falling Charlie must make his first shock roll—let's say Charlie's constitution is 16 so his system shock percentage is 95%. Thus, if 1-95 is rolled Charlie is okay: if 96-00 is rolled, Charlie goes to minus four and has a 90% chance for immediate death. If he rolls 91-00 in that event, he is still alive. If untreated, he must in 2-5 more rounds check for system shock again. Failure this time is instant death, since he would go to minus five hit points. If Charlie makes his system shock roll, he has stabilized and need not check again for 1 full hour. But he must check each and every hour until he is at least plus one due to magic or recuperation. Recuperation of 1 hit point takes two full days, so Charlie is in real trouble if he has to wait for eight days to go from -3. to -2. to -1. to 0, to l! If Wilbur the Cleric casts Cure Light Wounds on Charlie and he goes up to minus one, Charlie must check immediately to see if he dies (a 30% chnce): if he does not, he does not check his system shock for 1 more hour.

This system keeps the party from having to run to a High Priest every session and in general makes play better. Remember that to use this system means that opponents must gain the same rights!! Again. the system does not apply to classic monsters.

Once a figure does die, what must be done? If he or she loses a body part it might have to be restored before Raise Dead is possible. Mutilation of a figure who has gone to -10 is 100%. so that if raised without a Wish or Restoration. he or she will be missing something or will not be raisable at all!

If it essential that you do not make raising from the dead too easy! High Priests should be few and far between. High Priests of different alignments/religions will either not perform the act or will charge more. I suggest a base of 5.500 G.P.! Almost any High Priest will ask. "What has this person done to deserve being raised?" The High Priest is then 70% likely to Commune before making a final decision or he (she) may hold off his audience with the party until he (she) has a Detect Lie in force. Thus, every Tom, Dick and Gronk should not be assured of being raised. especially if they are of low level. You might wish to relax this rule for the first time the figure dies under the adage "Everyone deserves at least one mistake."

When a figure is raised, he (she) is at 1-4 hit points and will require bedrest for as many days as he (she) has been dead. A figure dead for 1 round still requires one full day of rest. To bring him (her) up to full hit points. cures will also be needed, or the figure can rest so as to gain back the points naturally. Full bedrest means no spell casting, melee, etc. A simple device can be used. and the figure can communicate. Finally. all spells are lost when death occurs but current experience gained towards the next level is NOT. After all, a hero does not become a veteran when he dies so points toward a new level are not lost, either.

Special weapons, like a Sword of Wounding, will cause the figure to bleed after death; thus. he (she) will go from 0, to -1, to -2, to -3, to -4, etc. on a round-by-round basis. Each round there would be a 10%, 30%, 50%, 70%, 90% + 100% (respectively) chance for instant death.

Adventurer

(cont. from page 27)

this total, the Warrior would add his Constitution bonus, say 7+2. Upon reaching third level he rolls for hit points again. If the roll of his three dice is greater than 7, say, 9, his hit points are permanently increased—to 11, in this example.

Guile

The successful character is a clever fellow. To an Adventurer, wits are his most prized possession. Fritz Leiber's Gray Mouser and Jack Vance's Cugel the Clever are past masters in cunning.

If Intelligence represents the conscious intellect and logical process, Guile is the subconscious, the "survival instinct." The two are only tenuously connected. An intelligent scholar might be helpless when faced with survival in the woods. On the other hand, the fox is unintelligent, but his slyness is proverbial.

Sometimes Intelligence and Guile achieve the same ends, but differently. A smart warrior learns how to fight well; one who is instinctively cunning gets in the effective, "dirty" blows without even thinking.

A man with Guile is a slippery fellow, a natural confidence man. One without it is the type who lets out secrets unknowingly, one who buys too many bogus magic weapons and faulty Eyes. He will be hard put to prosper in the rat race of Jakalla.

If an Adventurer has a Guile of 81-95, he adds 5% to all the experience points he acquires. If he rates at 96-100, he adds 10%.

Guile is awarded as follows:

Guile

1-20	Gullible. 60% chance of revealing secrets at wrong time. Minus 2 on hit dice. Generally has difficulty adapting to unusual situations.
21-40	Naive. 40% chance of revealing secrets at wrong time. Minus 1 on hit dice.
41-60	Average. No modifiers.
61-80	Sharp. Plus 1 on hit dice. Generally adaptable.
81-95	Cunning. Knack for telling and detecting lies. Strong surviva1 instinct. 10% chance to detect unseen danger. Plus 1 on both hit and damage dice.
96-100	Devilish. As above, but greater. 20% chance to detect unseen danger. Plus 2 on hit dice; plus 1 on damage dice.

Deception

Often a referee must decide whether a player and a non-player character will be able to trick or mislead one another. When every character has a Guile rating, the decision is easily made.

Basically, to deceive another character a player must roll his Guile rating or less on percentile dice. The victim gets a saving roll against deception. Circumstances mandate whether his defense should be his Intelligence or his own Guile. For example, if a first-level character is impersonating an experienced general, another character ought to be able to trip him up after a roll equal to or less than his own Intelligence. If a character tries a ruse to get pursuers off his tracks, they will not be lured away if they roll their leader's Guile rating or less.

Circumstances also modify the likelihood of successful deception. A man disarmed and surrounded by adversaries has, in most situations, no hope of frightening them away by announcing he is actually a horde of man-eating Qol.

Got that? Now, you Adventurers, start adventuring!

If You Meet These Monsters, Don't Let Them Bug You to Death

Len Lakofka

Welcome to

Leomund's Tiny Hut

The Insectoids are the product of the crossing of certain types of insects with certain types of goblinoids. Geltar Telomax, the insane Wizard (former druid), was the author of these bizarre matings. He discovered that "Giants" of various species could be produced via the spell *Animal Growth* if the spell was changed to some degree and combined with a special form of the spell *Permanency*. Some species simply rejected the magic over a period of time, but others were capable of procreating in the enlarged form and producing a species totally unlike the small unenlarged variety from which they were derived.

Telomax's experimentations were with Kobolds, Goblins and Orcs crossed with Giant Ants, Scorpions and Wasps. All other crossings were doomed to failure as the products either died soon after birth or they were infertile (and often insane). The 5 types of Insectoids that have survived and can procreate cannot intermix in any way, as the genetic balance is somehow destroyed and the result does not live for more than a few years.

The Insectoids produced have quite a range of characteristics. All can speak, all can use weapons to some degree, some very few can cast spells, some can fly, all have good natural armor and all have exceptional senses—especially visual and aural. Each of the five types are outlined below:

	Scorpiorc	Koasp	Antold	Woblin	Skag
FREQUENCY	Rare	Rare	Rare	Rare	Rare
NO. APPEARING	2-12	1-20	3-18	4-16	1-6
ARMOR CLASS	4	6	6	5	3
MOVE	14"	8"/16"	12"	8"/12"	12"
HIT DICE	2-4	1-3	1-3	1-4	2-7
% IN LAIR	70%	80%	85%	70%	20%
TREASURE TYPE	½Q	5xM,N	½R	K,L&M	K, L, M & V
NO OF ATTACKS	3	1	2	2	1
DAMAGE/ATTACK	1-6/1 -6/weapon	weapon	1 -4/weapon	sting/weapon	weapon
SPECIAL ATTACKS	none	none	see below	see below	spells (10%)
SPECIAL DEFENSES	see below	see below	limited ESP	see below	see below
MAGIC RESISTANCE	standard	standard	standard	standard	5%
INTELLIGENCE RANGE	1-10	2-12	1-12	13-16	
ALIGNMENT	El/En	EN/El	NE	EL	EN
SIZE RANGE	M	S	S	M	M-L
PSIONIC ABILITY	none	none	none	none	none

Intelligence, Wisdom and Speech

All Insectoids have at least "animal" intelligence. They can understand very simple commands in Common and slightly more complex commands that are a combination of sounds and of motions that have become unique to their species. Those with an intelligence of 7 or higher are capable of language that can be understood by humans or other races that speak Common. Those with an intelligence or wisdom of 12 or higher are capable of limited "tribal magic" in the case of Antolds and Woblins, while Skags are capable of more complex spells up to the 4th level.

Scorpiorcs

Scorpiorcs are a cross between giant scorpions and orcs. They have 4 legs, 2 pincers and 2 appendages that can be used for locomotion or for grasping. The Scorpiorc is 5-6 feet in height. Its forward pincers can deal 1-6 points of damage each. In its middle appendages it can grasp a weapon (though not a pole arm, 2-handed sword, missile weapon or any weapon for which great dexterity is required) and it can gain from the weapon's magic, if any. A Scorpiorc will never bear a flaming sword nor carry any type of flame. The head of the Insectoid has two eyes on stalks that protrude from a orcish-shaped face. These eyes can rotate independently and make surprising the individual difficult (only a 1 in 8 chance). The grasping appendage can be used in climbing or even in running. Scorpiorcs can advance as fighting types from a beginning "level" of 2 to a top rank of 4, though to do so they must be of the largest size and have an intelligence or wisdom of at least 8.

Scorpiorcs speak common, "Scorkish" and broken Orcish. They can move silently as a medium-level thief (70%) and can strike from behind for double damage if they surprise. Scorpiorcs' armor comes from their skeleton structure alone; they never use any armor, though upper-level scorpiorcs might bear a shield.

Scorpiorcs prefer to dwell in caves or small stone structures. They can build basic structures if hard pressed though none would have doors or windows—just a single opening for entering and leaving. Scorpiorcs do not get along with other Insectoids and might attack others (10%) unless controlled, but they will never attack a Skag.

Koasps

A Koasp is a cross between a Kobold and a Giant Wasp with domination in appearance of the kobold strain. They are 2 to 4 feet in height and thin. They have two legs and two arms but they also possess a set of folding wings. At a distance or in the dark they are 90% likely to be mistaken for a Kobold though they wear no armor or garments. They use small, short weapons and can gain from a weapon's magic if it has any. Those with 3 hit dice can use a light crossbow, though they can only fire one missile per 2 rounds. Their heads are kobold-shaped but their eyes are segmented and huge, thus making surprise difficult (1 chance in 6).

Their wings are not very strong and thus they can remain airborne for only 3-18 minutes. Those with 3 hit dice can remain aloft for 4-32 minutes. Determination of hit dice is by random probability: 1-60 = 1

H.D., 61-90 = 2 H.D. and 91-00 = 3 H.D., and only adults are capable of fighting.

Koasps prefer to live in hive-like structures with from 2 to 4 levels and a central tube for movement up and down within the hive. They sometimes dwell in caves, but only in the passages and rooms near the entrance. Koasps prefer to dwell in groups and have a limited society based on cooperation to maintain the hive. A female Koasp is very rare. She will be protected and guarded by all of the males, even those who are not her mates, with a fervor that will allow them to attack as if they had one more hit die.

Antolds

An Antold is a cross between a Giant Ant and a Kobold with the Ant being the major contributor to shape and appearance. The Antold has 6 appendages, 4 for locomotion and two have the double advantage of being used for locomotion or to grasp a small weapon like a dagger or a short sword. The Antold is capable of delivering a bite with its sharp mouth pieces. The largest (3 H. D.) have a 60% chance of paralyzing an opponent with their bite unless a saving throw versus poison is made; those with 2 H.D. have a 30% chance with a s.t. at +1 and those of but 1 H.D. only have a 10% chance with a s.t. at +2. This percentage chance is per melee round and per individual, as all Antolds have saliva that can paralyze. Paralyzation occurs rapidly at the rate of the loss of one dexterity point per segment until the victim goes to zero dexterity. The paralyzation lasts for 1-6 hours unless cures are applied to the victim. Any victim already paralyzed can always be reparalyzed by the bite of any Antold. Such victims are usually eaten, unless a ranking Antold wants them kept alive for some reason.

Antold also possess a limited form of ESP which can be used to detect thoughts of any creature with animal or greater intelligence at a range of 10 feet. Thus, surprising an Antold is virtually impossible (1 in 20) as the creature becomes instantly ready to defend and its sense of mental detection direction is infallible. If psionics are used near an Antold, this ESP range is increased to 40 feet.

Antolds with an intelligence or wisdom of 12, regardless of hit dice (which is only a function of physical size) are usually (90% chance) tribal witch doctors. They are capable of the following spells: *Affect Normal Fires, Message, Shocking Grasp, Spider Climb, Mirror-Image, Scare.*

Any particular Antold can cast only one spell, and only once per day. The chance of it being any of the 6 listed is equal.

Antolds prefer to live in homes they dig out of soft earth, much as an ant colony would be created. The percentage of females is high, and the mating of Antolds is done in the manner that Kobolds would use-the female laying 2-8 eggs.

Antolds have a loose social structure, unlike the Giant Ants from which they came. They are mainly independent, though defense of the lair will always be coordinated.

Woblins

The Woblin is a cross between a Wasp and a Goblin and bears many of the physical features of both. The basic body is goblin-shaped, but very thin and clearly segmented. The goblinish head has segmented eyes and the mouth parts of a wasp. The Woblin has antennae that are 2 feet in length and are fantastically sensitive to smell and air movement. The Woblin's antennae are more important to him for detection than his eyes. In a bright light, the Woblin fights at -1 because strong light harms its eyes. The Woblin has 4 legs and two other appendages similiar to hands. In these hands it can carry a weapon of small size like a dagger, mace, short sword, etc., and Woblins are even capable of using short bows or light crossbows.

The Woblin has small wings. In 40% of the adults the wings are absolutely useless. In another 50% the adult wings work little better than a *Levitation* spell, though horizontal motion is also allowed. These adults can stay airborne for only 3-18 segments. The other 10% of adults have fully formed wings capable of flight for 4-24 minutes. These adults can even hover and fire a missile weapon (at - 1). Woblins are 4 to 6 feet in length and their number of hit dice is a function of size.

Woblins also have a poisonous sting that can paralyze a victim unless a s.t. versus poison is made. The sting can only be delivered if the Woblin is in flight or against a motionless target which a Woblin can back up to and deliver the sting.

Those Woblins of at least 12 intelligence or wisdom are tribal clerics (shamen) capable of using the following spells: *Create Water, Bless, Cure Light Wounds, Cause Light Wounds, Chant, Resist fire.*

Each Woblin can use two spells per day that are selected once and always for that particular Woblin.

Woblins prefer to live in caves and dungeons, the deeper the better. Their society is complex, integrated and coordinated.

Skags

A Skag is a cross between a few species, Scorpions, Kobolds, Ants and Goblins being the most likely four involved. The Skag has two legs and walks upright; it has two arms and has a physical strength of from 17 to 18 (01); thus, it is +1 to hit and from +1 to +3 to damage due to strength. The Skag is well covered with armor-like chitin but it is quite capable of using a shield, bracers or even a cloak of protection! Skags can use all weapons unrelated to flame.

A Skag's hit dice are partially a function of size and partially of experience. A Skag can initially dice a size of 2 to 4 hit dice. It can then learn to be up to three more levels proficient as a Fighter, Magic-User or Cleric. Gaining such an experience level is detailed below (remember to add this level to natural hit dice):

SKAG VETERAN—two to four eight-sided dice due to size for hits to be killed (0- 2,000 e.p.).

SKAG WARRIOR—Add one ten-sided die for additional hits to be killed (2,001 to 5,000 e.p.).

SKAG SWORDSMAN—Add another ten-sided die for additional hits to be killed (5001 to 12,000 e.p.).

SKAG HERO—Add another ten-sided die for additional hits to be killed (12,000+ e.p.).

Thus, a Skag veteran has	2-4 H.D.
Warrior	(2-4)-1 H.D.
Swordsman	(2-4)+2 H.D.
Hero	(2-4) +3 H.D.

Experience gained for killing a Skag fighter is per its hit dice, as with a monster.

SKAG Cleric First level—2-4 8-sided dice for hits to be killed;
two first level spells; 0- 4,000 e.p.
Second level-Add one 6-sided die for hits to be killed;
21st and 22nd level spells; 4,001 - 10,000 e.p.
Third level-Add one more 6-sided die for hits to be killed;
2lst, 22nd and 13rd level spell; 10,001-50,000 e.p.
Fourth level-Add one more 6-sided die for hits to be killed;
2lst, 22nd, 13rd and 14th level spell; 50,001+ e.p.
(Note: Spell effects are per the Skag's *level,* not his hit dice.

SKAG Magic-User First level—2-48-sided dice for hits to be killed;
2 first level spells; 0- 5,000 e.p.
Second level-Add one 6-sided die for hits to be killed;
2 first and 2 second level spells; 5,001 - 20,000 e.p.
Third level-Add another 6-sided die for hits to be killed;
3 first, 22nd and 13rd level spell; 20,000 -60,000 e.p.
Fourth level-Add another 6-sided die for hits to be killed;
3 first, 32nd, 13rd and 14th level spell; 60,001+ e.p.
(Note: Spell effects are per the Skag's level, not his hit dice.)

Skag Clerical spell list (receives spells like a normal cleric)

Bless	*Chant*	*Continual Light*	*Poison Touch*
Create Water	*Know Alignment*	*Dispel Magic*	*Cause Serious Wounds*
Cure Light Wounds	*Resist Fire*	*Glyph of Warding*	*Tongues*
Cause Light Wounds	*Slow Poison*	*Prayer*	
Light	*Speak With Animals*		
Fear	*Touch*	*Spiritual Hammer*	
Sanctuary			
Resist Cold			

(Turn to page 26)

Convention Schedule 1980

WINTER FANTASY 4 (Jan. 5-6, 1980)—A mini-convention sponsored by TSR Hobbies, Inc., at the American Legion Hall, 735 Henry St., Lake Geneva WI. No pre-registration necessary, but further information is available from Joe Orlowiki, TSR Hobbies, Inc., P.O. Box 756, Lake Geneva WI 53147.

ORCON IV (Jan. 18-20, 1980)—Sponsored by the Armchair Strategists Club at California State University - Fullerton. Contact: The Armchair Strategists Club, c/o University Activities Center, CSU-F, Fullerton CA 92634.

WARCON '80 (Feb. 1-3, 1980)—The largest annual wargaming convention in the Southwest. WarCon is sponsored by the Texas A&M University gaming club, GROMETS, and will be held in the Memorial Student Center of Texas A&M University. Contact: WarCon '80, P.O. Box 5718, Texas A&M University, College Station TX 77844.

GENCON SOUTH (Feb. 15-17, 1980)—The event is scheduled to be held at the Ramada Inn in Jacksonville Beach, Fla. Contact: Gen-Con South, 5333 Santa Monica Blvd. North, Jacksonville FL 32207.

DUNDRACON 5 (Feb. 16-18, 1980)—To be held in the newly expanded Villa Hotel in San Mateo, Calif. For general information, contact DunDraCon V, 386 Alcatraz, Oakland CA 94618. For room reservations: Villa Hotel, 400 South El Camino Real, San Mateo CA 94403.

WISCON 4 (March 7-9, 1980)—Organized by the Society for the Furtherance and Study of Fantasy and Science Fiction (SF^3), in conjunction with the University of Wisconsin Extension. Information is available from SF^3, Box 1624, Madison WI 53701.

COASTCON '80 (March 14-16, 1980)—To be held in Biloxi, Miss. For information, contact Larry W. Reese, Corresponding Secretary, Coastcon, Inc., P.O. Box 6025, Biloxi MS 39532.

Leomund's Tiny Hut

(From page 17)

Skag Magic-User spell list (learns spells as a regular magic user but only those listed can be used by them—all of these are at +15% for a SKAG MU to learn!)

Affect Normal Fires
Charm Person
Comprehend Languages
Dancing Lights
Detect Magic
Hold Portal
Jump
Light
Magic Missile
Shield
Sleep
Spider Climb
Continua/ Light
Detect Invisible
ESP
Knock
Levitate
Ray of Enfeeblement
Scare
Web
Clairvoyance
Dispel Magic
Fly
Hold Person
Monster Summon I
Suggestion
Confusion
Dimension Door
Fear
Wall of Ice

Skag Magic-Users fight as monsters per their size hit dice alone, while Clerics can add their clerical level(s) to their fighting ability dice.

The Skags are most feared and respected among the Insectoids, and insectoid populations are often run by one or more Skags. Skags are capable of building fairly complex structures but they prefer caves and dungeons.

The Skag has a head that is very similar to that of a grasshopper; the large eyes work independently, and the long antennae are sensitive to smell and air movement, thus making surprise very difficult (1 in 10 chance). The adult Skag is from 6 to 8 feet tall and is very imposing, 0 H. D. figures will run in fear from an adult Skag unless a s.t. versus magic is made. 1 and 2 H.D./level humans and humanoids are allowed a fear saving throw at 10 feet, but at +3.

A "Best Of" Boo-boo

The article entitled "Solo Dungeons & Dragons Adventures" on pages 66-67 in "Best of The Dragon" is incomplete. Because of an error during the reprinting of the article, the first section of Table V does not appear.

Following is the missing section. It should be inserted after Table IV and before the sub-table entitled "Unusual Shape and Size," which was actually the second section of Table V in the original article, published in The Strategic Review, Vol. 1, No 1:

TABLE V. CHAMBERS AND ROOMS: (Roll for Shape and Size, then Exits, then Contents)

Shape and Size : Die	Chamber Shape and Area	Room Shape and Area
1	Square, 20'x20'	Square, 10'x10'
2-4	Square, 20'x20'	Square, 20'x20'
5	Square, 20'x20'	Square, 30'x30'
6	Square, 40'x40'	Square, 40'x40'
7	Rectangular, 20'x30'	Rectangular, 10'x20'
8,9	Rectangular, 20'x30'	Rectangular, 20'x30'
10	Rectangular, 30'x50'	Rectangular, 20'x40'
11	Rectangular, 40'x60'	Rectangular, 30'x40'
12	Unusual Shape and Area, see sub-table below—	

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Tell them you saw it in The Dragon

Smoothing Out Some Snags In the AD&D® Spell Structure

Lenard Lakofka

I sent a series of questions on AD&D to prospective Dungeon Masters prior to GenCon XII. I did this not to find any "correct" answers to the questions, but to see how much thought the individuals had given to the game. I felt that some spells leave a great deal unsaid (or they say too much), and thus individual rulings are often necessary to prevent abuses and to make the game fair and equitable for players and "monsters" alike. In this article I would like to touch upon various spells and their problems. Some of these I discussed with Gary Gygax as I helped edit the *Dungeon Masters Guide* (along with a score of others) and some are rulings that arose as my campaign progressed. Gary did not agree with me on all of the following, and thus my rulings are not to be considered "official" AD&D. Yet I feel strongly enough about them to offer them for your consideration.

Enlarge/Shrink

I have found that making the Magic-User select whether he or she will enlarge/shrink a living being or his or her equipment saves a lot of time and trouble. Remember that equipment obtains a saving throw on a piece-by-piece basis. Since this saving throw is not defined in the saving throw matrix and since the raw material of the item(s) is not germane, I suggest a s.t. of 11 on an item-by-item basis. Magic items gain a s.t. of no more than 9 while taking into account additional pluses to hit/damage/defend or a very powerful magic nature. Thus a Sword +2 would gain a s.t. of 7 instead of 9, a Staff of Power might be given a s.t. of 5. Remember that items that shrink must fall off instead of harm, thus a shrunken ring would not cut a figure's finger off. But remember also that a cursed item, like a Ring of Contraryness, would NOT fall off since Enlarge/Shrink is no substitute for a Remove Curse! Thus the players cannot be allowed to "get around" the rules by using a first-level spell to replace a higher-level spell. In such a situation the DM rules that the Ring of Contraryness is immune to the Enlarge/Shrink magic.

Identify

Once an item is identified it will NOT give any other impressions if a subsequent Identification is attempted by the same or another Magic-User. The item would have to be left alone and apart from others for a period of at least a year before the effect of the Identifying would be eliminated. Failure to observe this rule will mean that an item is exposed to multiple Identifications. Also, "impressions" about an item should be vague and cloaked in visual imagery.

Light

The DM guide says a figure will be at -4 on "to hit," saving throws and even armor class. I find that to be too drastic of a penalty; I'd suggest -2. Also, I think the effect wears off since the figure can move away; it is like a flash bulb going off in your face. The effect wears off in 1-4 rounds without resorting to magic. The eyes are not damaged in any way!

Magic Missile

Gary Gygax and I have gone around in a circle on this spell for some period of time. The controversy, in my opinion, lies around the fact that there is NO SAVING THROW and that the missile goes "unerringly" to its target. Why is this so annoying to me? It is unfair because it allows players to foil most opposing spells by putting a Magic Missile into the opposing spell caster, it allows Magic Missiles into melee regardless of the size difference and quantity of 'friends' in the melee, and it allows for shots that would amaze Robin Hood with their accuracy!

Welcome to

Heomund's Tiny Hut

Gary says that a Magic-User can counter with a simple spell like Shield to prevent this damage. What he overlooks is that the opponent must take a round to cast the Shield and in that time the spell caster is beset by fighters, *et al*. I find it too unfair to "monsters" that a single FIRST-level spell can be this powerful. Therefore, I have modified the spell in the following ways:

1. There is still no saving throw if the target is surprised, immobile, walking or prone and is at least the size of a Kobold.
2. Figures in melee, figures running (except those running right at the spell caster), figures evading, behind (or moving behind) significant cover, or casting a spell obtain some type of saving throw. This saving throw is their normal one with modification as follows:

A figure casting a spell obtains a s.t., but at -4.

A figure in melee obtains a normal s.t. but adds +1 for every opponent above the first one he/she/it is fighting (unless the size differential is so significant that the opponents do not get in the way—i.e., 6 dwarves against a hill giant would allow the giant a normal s.t. Missiles that MISS their target might hit others in the melee! Select a figure and then give him/her/it a normal s.t. to see if the stray missile hits or misses. In the above example, the dwarves would not be hit.

All saving throws are on a missile-by-missile basis.

Missiles fire at a rate of 1 every 3 seconds. Thus, a figure moving behind a wall might not be hit by every missile in a barrage of Magic missiles.

A figure with over 50% cover (who then presents a target size of ½ a kobold) always obtains a s.t. of from 16 to 20 depending upon cover and his/her/its actions. This prevents firing through an arrow slit some hundred feet away to hit some poor guard.

I have found it necessary to rule in this way to stop Magic-Users from Magic Missiling everything that walks because of the broad language of the spell text. Magic Missile, as written, is too powerful and must be toned down.

Protection From Evil

If a figure so protected goes up to an opponent which is not allowed a physical touch because of the spell, and starts to beat on him/her/it, that opponent is NOT prevented from returning the blows! But as soon as the figure ceases and backs off, assuming the spell is still in effect, the Protection again applies. This ruling was agreed to by Gary Gygax when we discussed Will-o-the-Wisps and Protection from Evil. Naturally, a protected figure could discharge missiles or spells and still be protected from physical touch.

Write

Obviously, a figure will want to use this spell to pen in *known* spells, since it will save him/her a terrific amount of time! Unfortunately, this is in the scope of the spell, though not stated, but it is very unfair to all other spell-casting classes, which cannot obtain this "shorthand" method of authoring spell in their books. It should be noted that a Magic-User cannot author an Illusionist spell, nor may a Scroll be authored by the use of Write in ANY circumstance.

Continual Light

This spell damages the eyes of someone/something at which it is

thrown. This "damage," however, should be considered semi-permanent. It will make the figure -4 "to hit," -4 on saving throws that can be affected by sight (a figure saving versus polymorph or stone can be blind or not blind—the s.t. would not change, but saving versus a fire ball or lightning bolt would be more difficult if the figure could not see it coming as well as he/she/it normally could), and -4 on armor class in melee situations, since defense is more difficult.

This "damage" to the eyes does wear off, and a figure should obtain a s.t. daily to throw off the effects. Of course, Cure Blindness or even Cure Serious Wounds (or any better cure, not Cure Light Wounds, however) will remove the effects at once. If Continual Light actually caused full blindness it would be a fantastically powerful spell, since it has a range component. What cleric would ever choose to cast Cause Blindness by touch when he/she could do it at a 120-foot range?

Remember that if the target makes its saving throw, the circle of light still goes off behind him/her/it. Aiming at a figure's eyes implies the ability to make a smaller, more concentrated sphere of light for this one circumstance, but if the s.t fails the small sphere expands to full size. If this were not true, people would be partially blinded every time they entered a circle of continual light. Continual Light from a lantern can blind as in a Light spell (see previous ruling on Light) only if the lantern is opened right in the face of an opponent (10-foot range or so).

Invisibility

While violence causes the instant negation of Invisibility, I think that other magics do so also. I rule that if a Magic-user is invisible he/she will become visible in the segment during which he/she discharges a magic item or begins to cast any spell. Also, an invisible figure can not receive another spell without negating the invisibility. Thus a figure can be enlarged, strengthened, hasted and then made invisible, but Invisibility MUST be the last spell throw or it is negated at once! Note that a figure's "gear" is not equivalent to another figure. "Gear" above and beyond normal encumbrance will not become invisible and will spoil the effect of the entire spell. Lastly, "gear" can not be passed around to others and remain invisible. The trick of giving all weapons to the Magic-user to hold while Invisibility is cast and then passing the invisible weapons back to the other players is unfair. Invisibility can be used to make an individual weapon, its scabbard (holder) and belt invisible, of course. Drawing the weapon will negate the invisibility.

Stinking Cloud

A person is not absolutely "helpless," either in the cloud or if he/she/it fails a normal saving throw. The figure cannot cast spells, but can defend his or her person with a weapon at -2 to hit and -3 from effective armor class (all dexterity bonuses are lost *in addition).* A figure emerging from such a cloud is more easiy surprised. The duration of 2-5 turns is far too long, in my opinion. I use 2-7 rounds, though figures (monsters) with 2 or fewer levels (hit dice) are RELATIVELY helpless for 3-12 rounds. Thus, a figure in the cloud or one who fails the saving throw cannot attack while suffering from the cloud's effects.

Web

A non-corporeal figure can not be webbed. A figure with access to another plane can easiy exit the web. A figure with multi-plane simultaneous access can also get out of the web as if the web were half strength. I do not allow for the possibility of suffocation in a web—if this is allowed, Web and Stinking Cloud as a combination are absolutely lethal! Burning Hands, Produce Flame, a Flaming Sword, etc. are superior defenses versus this spell. If they are used as the web is forming there is no effect and no burn damage. A Web can be thrown at a flying figure to tangle its wings, but if a saving throw is made the web completely misses. Large beasts will not be affected by Web even if they are flying.

A figure in a Web cannot just be slain. First of all, weapons used to slay figures must make a s.t. or be caught in the material themselves! Second, a figure has both a small amount of mobility in a web and a chance to draw a weapon. Thus a webbed figure has a 50% chance to cast a low-level spell that has no material component, but only a 25% chance if a material component is involved (unless it is in hand when the figure is webbed). A webbed figure can defend at -6 effective

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armor class and is -5 to hit (50% of the time he or she will have a weapon free; the other 50% no attack is allowed), always striking last! Thus, webbed figures can not be killed like Sleeping or unconscious figures can!

Fire Ball/Lightning Bolt/Cone of Cold, etc.

If the figure makes his/her/its saving throw then carried items, if you choose to expose them to the spell, should gain a saving throw bonus of at least +4.

Haste/Slow

I have always been opposed to a spell with no saving throw—especially Slow, which can be so devastating to a figure. I prefer to allow a saving throw versus these spells but to increase the area to 6"x6" to make up for this bonus.

Ice Storm

Note that items which must make a saving throw must have been exposed to the spell. An item(s) in a back pack, e.g., need not make a s.t.

Polymorph Other

I made some clearer rules for this spell since it is so often abused. First of all, there should be some level/hit die parity between the target and the resultant monster when the result has more hit dice than the target. Thus, an orc polymorphed into a red dragon will yield only a baby, or perhaps a red egg!

When extradimensional or undead creatures are polymorphed, they keep their essential nature. Thus, a Wight into an elf will produce a large man and will summon the god to seek revenge for using his name in vain, regardless of alignment similiarity. A figure can not gain psionics by being polymorphed, nor can extra abilities be gained of a magical nature. Thus, a Troll into a Demon Type I will produce the form but not the demon's magical abilities or the magic resistance. However, a Demon Type I into a cow would still have a magic resistance of 50%!

Shapechangers can "flip back" into another form after one round, so a vampire, succubus, ogre mage, etc., which was changed into a beetle could change back on the next round.

Polymorph Self

Again, it is impossible to change into Amos the Druid by means of this spell. An exact end result is not insured by use of this spell.

Cloudkill

The Magic-User can move behind the cloud at his/her NORMAL movement rate. If he/she runs (or is hasted), the cloud might inadvertently be overtaken and the Magic-User might stumble into his own death trap! I set this chance at 4% per inch of movement using a base rate of 12"/turn. A flying figure has double this chance, compared to a base rate of 9"/turn. A figure who wants to cause the cloud to turn must take active control of it and can perform no other action in that round. Once the Magic-User stops moving, the cloud immediately slows to a rate of 1"/round.

A flying figure who tries to control a Cloudkill is 40% likely to lose control per round. An invisible figure (even if using a Ring of Invisibility) cannot control a Cloudkill's movement. Once control is lost, it can only be reestablished once. Once a figure allows a cloudkill to slow to 1"/round, it can only be accelerated once! Attempting to control or move the cloud twice will not work; instead, the Magic-User will walk right into it!

Magic Jar

The range allows for no intervening stone or metal but allows for up to 1" (real dimensions) of wood, cloth or leather within 5' of the jar.

Teleport

Viewing through a Crystal Ball counts as "Viewed Once" for the purpose of high/low calculations.

Enchant an Item

I plan to do an entire article on magic item manufacture soon. Since much of this spell is my invention, I feel I can speak on it accurately. The DM must remember that Enchant an Item will never be found on a scroll and will never be sold/traded between Magic-Users. While many items are clear-cut in their necessary enchantments, some are more complex. This will be discussed in detail at a later time.

Bless/Chant/Prayer

I rule that these spells are NOT additive.

Cures

Only one cure can be effective per round; thus, multiply enchantments cannot all work at the same time. A figure cannot be cured of blindness or a disease and also gain back hit points all at once.

Fear Touch

There is a saving throw allowed the target creature.

Glyph of Warding

Electrical shock is cast by a 5th or higher level Cleric.

Explosive is cast by a 7th or higher, paralyzation by a 9th or higher, blindness by an 11th or higher and energy drain by a 16th or higher level Cleric.

Sticks to Snakes

Snakes have 2 hit points/level, and every 8 h.p. = 1 H.D. for the purpose of attack. Movement is 6"/round, Armor Class is 6. 1 H.D. or less can do 1-4 points of damage, 1 + 1 H.D. to 4 H.D. 1-6 points of damage, and 5 H.D. + can do 1-8 points of damage. Saving throws versus poison snakes are at +2, +1 and 0, respectively for the three classes of snakes.

Entangle

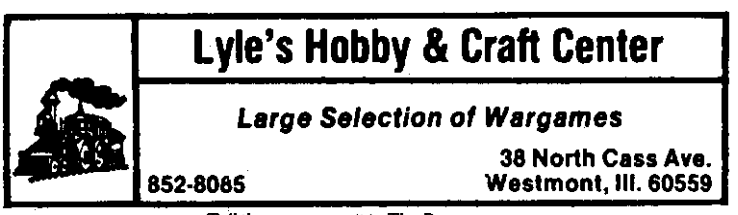
Grasses allow for some movement of a held creature if it is above ogre size (weight about 600 pounds). Those of 21+ strength or over 1 ton in weight are not held by grasses at all.

* * *

I am sure that most Dungeon Masters have found one or more spells that are abused by players in some way. It must be understood that the general intent of the spell and its level are what must be maintained by the DM. This does not mean that creativity should be stifled, but enterprising players can turn the intent of a spell around and make it lethal! You might be surprised what some people have tried to do with Create Water, for example! As long as the DM rules on what a player tries to do with a spell based upon the intent in the game and not the letter of the law, he or she will not get into too much trouble.

The object of the game is to be fair to players and "monsters" alike. Give both an even break in all cases. As the *Players Handbook* says, the DM has the last word and may interpret a spell as he/she sees fit. However, a DM should inform a player of his/her ruling when the spell is being learned/selected.

I have always played that Clerics (Druids) learn their prayers just as Magic-Users learn their spells. Wisdom is not used like Intelligence, however. Just because a figure knows that the spell Spiritual Hammer exists does not mean he/she can cast it! He or she must be taught the precise prayer. I believe all Clerics begin with the spell Cure Light Wounds and all Druids with Predict Weather, just as all Magic-Users have Read Magic.



Tell them you saw it in The Dragon

The 'Segment of Action' System Takes AD&D Melee One Step Further

Lenard Lakofka

I have designed many complex melee combat systems that have included such items as "hit location" and even "special damage." These systems have met with good reception by players, who have found them realistic, exciting and time consuming. Alas, the time taken when a figure has a good armor class, many hit points and/or many henchmen makes the system *very* time-consuming!

Thus I have decided that the simpler combat system, as espoused by Gary Gygax, is probably better in the long run. However, there are items in the *Advanced Dungeons & Dragons* basic melee system that I do not like. Therefore I have come up with the following "Segment of Action" system that has the advantages of versatility and the potential for complexity (if the Dungeon Master really likes to include weapon length and speed factors into a melee).

I will take the system in stages from basic hand-to-hand combat, to spell casting, miscellaneous actions, movement and special treatments.

I. The basic hand-to-hand melee system in which figures are fighting with weapons (natural or otherwise) that have the same basic length and spell factors is as follows: (Charges and multiple blows in the melee round will not be considered at this time. Note: Length and speed factors are not inherent in the system but can be handled by it, as seen later.)

Roll d10 and d20 for each figure. The first die measures "initiative" and the second measures the normal chance "to hit." (Note: This use of the word "initiative" does not equate with the *AD&D* use of the word.)

The d10 tells when in the melee round the event, in this case the blow with the weapon, will occur. Thus if a 7 is rolled the weapon will be used in the seventh melee segment. The d20 gives the chance "to hit" in the normal manner.

I do not wish to enter, for a lengthy period, the subject of why a figure only gets one blow. Remember the melee is NOT static and that movement, distance, and range in *AD&D* is NOT meant to be scaled to "real life." Thus, a figure gets his/her/its one blow per round with a weapon, and the Segment of Action system tells you when that blow will be dealt If you and your players decide that you want "real life," divide all spell-casting times by 6, multiply ranges by 6, multiply movement by 6, reduce melee to 10-second periods, etc. If ONE portion is tampered with, everything involving range, distance, and time MUST change. This radical change is just not worth it. After all, it is only a game.

By knowing when the weapon will be used, it is a simple manner to add other factors at a later time. Note that dexterity does NOT alter this roll in any way (though you may want it do). Dexterity is taken into account in defensive armor class and when surprise is measured.

For example, a hobgoblin with armor class 5 and a long sword is fighting a warrior with armor class 7 who also has a long sword.

Warrior rolls 7/17 (meaning d10 = 7 and d20 = 17).

Hobgoblin rolls 3/5.

The Hobgoblin has the chance to strike first (segment #3) but misses with a roll of 5 "to hit." The warrior does not get a chance to strike until segment 7 but then succeeds with a 17.

If the Hobgoblin is not killed, melee continues.

Warrior rolls 5/18.

Hobgoblin rolls 5/20.

Simultaneous blows, and both hit! Again let us say neither is slain.

Warrior rolls 4/18.

Hobgoblin rolls 7/16.

Welcome to

Heomund's Tiny Hut

The Warrior goes first and hits. If he kills the Hobgoblin, the melee is over since the Hobgoblin's chance to hit does not come until the 7th segment.

Option: If a figure is killed, he/she/it will still get his/her/its blow as long as he/she/it strikes simultaneously. If "initiative" is off by 2 or more segments the blow is always lost. However, if the blow is only 1 segment late the dying (unconscious) figure still is allowed a blow if the dying figure makes a normal saving throw versus death. Obviously this option does not apply if the weapon (action) paralyzes, disintegrates or somehow destroys free action.

II. Figures with multiple attacks or with multiple blows per round:

If a fighter has two blows per melee round, d10 is not used for initiative, 2d6 are used instead. The first d6 gives the segment of the first blow, the second d6 added to it gives the time of the second blow. If the sum of the two is 11 or 12, then the last blow is still awarded but it is the last action of the round. If three blows are allowed, use 3d4 for the first, second and third blows. Different-colored dice are recommended.

If a monster has multiple attacks (e.g. claw, claw, bite), initiative can be measured in two different ways. I suggest only one die for all three attacks if they are all against one opponent. If against more than one opponent, then use a separate d10 for each opponent. If a monster charges with two horns, even if there are two opponents, I'd use just one d10.

Monsters with more than three attacks per melee round, even if versus the same opponent, should likely be measured by multiple d10, e.g. a Demon Type V gains 7 attacks. Using only one d10 is likely not best, but 7d10 is difficult. Compromise on 3d10, the first roll for 3 arms, the second for 3 more and the last for the tail. Obviously, you can rule on this any way that is most playable.

III. Missile fire:

Missile fire does not use d10 if a figure has multiple missile capacity per round. Thus, if an archer is allowed two arrows per melee round 2d6 would be used. If the archer is ready and "guarding" you might allow d4 for the first arrow and d6 for the second. Even if the total of the 2d6 is 11 or 12, the second arrow is allowed unless the archer is hit/killed. An archer who takes damage from a missile (or spell or blow, for that matter) should lose some initiative when firing. An addition of 1-4 to the second d6 is a reasonable penalty and can be a function of actual damage taken. Remember that archers hit by a fire ball, e.g., will not have any bowstrings left, to say nothing of bows and arrows.

Missiles fired simultaneously, as in a Manticore blast, used d6 for the segment of fire and not d10. Firing missiles is usually faster than jockeying for position to strike a blow with a hand-held weapon. Thus, d6 or even d4 is used for missiles with only a single firing per round, like a spear, throwing ax, dagger, sling bullet, etc. This assumes the figure is not surprised and has weapon and ammunition at hand!

If a figure is charging and throwing a missile and then closing for melee (or if he fires and is then closed with by an opponent) the missile is measured by d4, and the segments needed to move the required distance are calculated. Another d4 (or perhaps d6 or even d8 for a

large, heavy weapon) is rolled for the weapon action. If this roll plus the first roll and the movement come out to 10 or less, he can strike with the weapon; if 11 or higher is rolled either the weapon action is prohibited or comes last in any event.

For example, a fighter has a spear and a short sword. He wishes to throw the spear and then cross "three inches" to melee an opponent. Roll d4 for the spear, add '3' for the movement, then since the weapon is small (sword) and light he can draw it and still strike (roll another d4) in the same round after the movement.

However, if an archer wishes to fire an arrow, drop his bow, cross "five inches" and then attack with a two-handed sword, it is another matter. Roll d4 for the arrow (let's say a 3), then add '5' for the movement, which means it is the 8th segment when the man arrives at his opponent's location. For the weapon I'd use d8 since it is heavy and awkward. If 1 or 2 comes up, the blow is allowed since it will fall in the 9th or 10th segment of this round. But if 11 to 16 comes up the blow should be disallowed altogether, i.e., the fellow got there but the weapon was not in place for a blow.

Most "double actions" can be measured in this way. It is common for a figure to discharge something (even a spell), move, and still want to fight. Such actions are surely not unreasonable but are impossible unless some way to measure the segment(s) of action is possible. This system easily allows for such multiple actions by choreographing the round and deciding when each action occurs. A figure should NEVER be allowed two actions in one segment (even though we as real people could do more than one action in one segment) as that is grossly unfair within the rules of the game.

IV. Spell Casting:

Spell casting is measured from a base of d4. This will give the segment in which the spell begins. Remember that spell-casting time must also be added in! Thus, if a 1 is rolled on d4 the spell caster begins his/her casting in segment #1 and finishes as many segments later as the spell-casting time dictates. If he/she is hit during the casting, the spell is ruined and useless. If he/she is hit before the spell casting begins, he/she, if not killed or immobilized, might still be able to cast the spell. You might wish to throw for "surprise" in such a case using d6. A roll of 4 to 6 means no "surprise" and the figure may cast his/her spell, but a roll of 1-3 is added directly to casting time as a delay due to the effects of the hit. (Note: A spell caster who is missed or who makes his/her saving throw and thus takes NO damage will not be delayed in his/ her spell.) It vis essential that the DM realize that material components must be "at hand" before d4 can be used for spell initiative. If they must be gotten out then d6, d8, d10 or worse might be in order! Also, d4 assumes no "surprise."

In a melee situation it is unlikely that any spell can succeed, but the DM might allow quick l- or 2-segment spells to be attempted. Longer spells will require relative immobility, which will decrease armor class by at least 4 levels. Thus, while *Shield* or *Magic Missile* might be tried a longer spell would surely be spoiled by the mere fact that the opponent is right on top of the spell caster and can grapple or just push him/her if not hit him/her with a weapon.

Breath and Glance Weapons could use d4, as they are very rapid. However, the slow movement of the catablepas, for example, might allow up to d10.

Finally, in the discussion of missiles, spells, breath and glance weapons comes ranges and time. An arrow/sling bullet might take a segment or two to travel to its target, perhaps 1 segment consumed per 6" of flight. Breath and glance weapons consume no time in this respect so the breath would reach its full proportions within the first segment. Spells that fire a projectile might be considered as rapid arrows while those that produce an effect would be instantaneous. Thus Lightning *Bolt* and *Earthquake* are instantaneous but *Magic Missile* might consume 1 segment per 12" traveled, just as *Fire Ball* might take some time to travel. The DM must rule and think out this situation for him/herself before play begins.

V. Magic items:

Magic item discharge can fit into this system too. Most items have a casting time explained in the text of the item in the *DM Guide.* Add to this d4 or some other appropriate die to simulate getting the item out and ready for use. Items can be used in melee and are often not foiled by grappling or even a strike "to hit," since concentration is not always broken by a physical action. Decisions on this must be made on an item-by-item basis. E.g., a wand in a belt would be ready in 1-4 segments, or a Golden Lion can be taken from a pocket and cast down in 1-4 segments. But if the Lion is in a backpack, as many as 12 segments could be used in finding the device before casting it down. The Lion might still take some segments to grow.

VI. Surprise:

Surprise is still used in melee, of course. It is usually d6 for the party and d6 for the monster. I suggest using d6 per character and not for the group. This is not feasible if the melee is too large, of course. Dexterity applies to surprise. I might add that the example in the *Players Guide* and repeated in the *DM Guide* does not seem to be correct. I and the other proofreaders did not catch the mistake and omission in the list given in the example.

When measuring surprise, be sure that nomenclature is the same to avoid confusion. Thus, measure the chance "to surprise", or the chance "to be surprised" for each figure; do not measure the party's chance to surprise a monster but the monster's chance to be surprised. You will go nuts. Sometimes this means changing the numbers given about a monster/race so that both sides are measuring the same thing.

Surprise often applies only to a figure(s) who can see an oncoming problem, and thus the entire party can not throw for the result. If the reaction is to an area effect or a loud noise, then the entire party can be diced for. Remember that surprise does not always apply to a situation or even to both sides in a situation. There is no real surprise if the sides see each other at 200 feet. There may be surprise if one side is seen while the other is hidden. Once surprise, if any, is determined, and the number of free segments, if any, is measured, melee goes on as outlined herein.

At first it may seem that the separate initiative on a character-by-character basis is very time-consuming, but it plays rapidly if both "initiative" and "to hit" are diced at the same time.

As new situations occur, the *Segment of Action System* can easiy be molded to cover them. The Dungeon Master makes a decision as to which die size should be used to determine the segment of action and then lets the player cast that die/dice for the action (or he casts the die/dice as necessary to maintain secrecy).

Weapon speed factors, of course, can be added. Weapons of speed 1-3, e.g., add no time to melee; those of factor 4-6 add 1 segment; 7-9, 2 segments; and 10+, 3 segments. Naturally, you can refine even those numbers if you wish, but I can not recommend this, as it will produce an unplayable result.

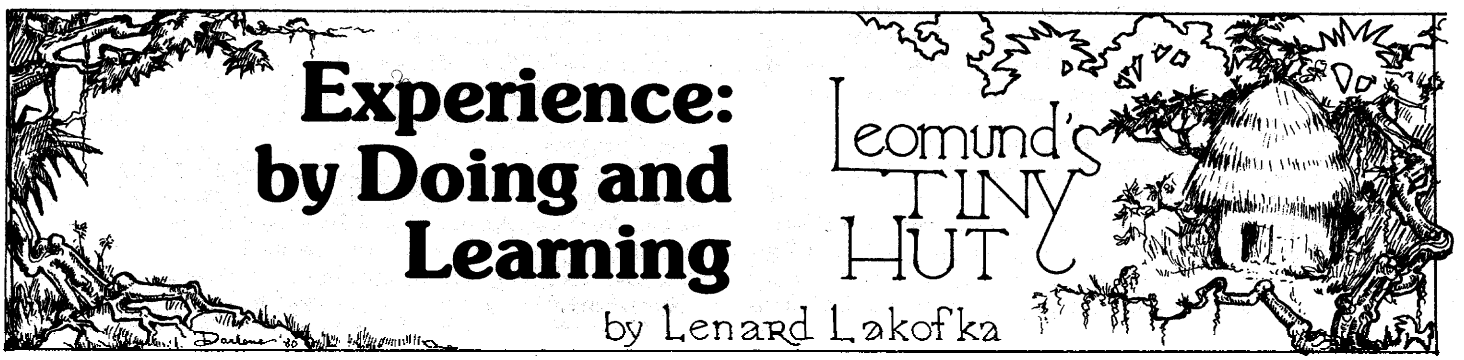
Weapon length can be considered, especially in a charge or climbing situation, by dispensing with the initiative die when weapons are set to repel.

The system will clearly tell you when an event occurs in a complex melee. Thus, if fighters A, B & C battle Giant X, but Orc Y and Orc Z are attacking A and B respectively, the situation would normally be difficult. In this system, roll d10 for initiative for A, B & C obtaining 3,5,& 9. The Giant rolls 4, the Orcs 7 and 4 respectively. Therefore the attack order is: A (with a 3); the giant and last orc (with 4s) (if either attack kills a fighter yet to attack the giant, that fighter loses his blow); next fighter B (with a 5); orc Y (with a 7) and Fighter C is last with a 9. The order is clear and the battle can be resolved in order.

You will note the system allows for the question of whether a figure can get out of melee before a blow is struck at him/her. If the figure who is fleeing can beat the initiative of his attacker (and assuming there is someone to take his place), he can escape jeopardy. The attacker can still attack the new replacement, of course, if the other figure has fled his grasp!

The Segment of Action System is very flexible. It allows for normal situations but also allows the DM to provide for new actions easily. The old system of one side first, then the other side is rather unfair and not any easier once the mechanics here are grasped. For huge battles I would recommend a set of miniatures rules and not individual melees in any case.

I may well have missed some detail but the skeleton of the system has been used by my players for over two years with good results.



Experience: by Doing and Learning

by Lenard Lakofka

The basic *Advanced Dungeons & Dragons* experience system equates 1 gold piece with 1 experience point; however, the way in which that experience point is gained by the character is where my system differs from that of *AD&D.*

I contend that the actual award comes from "buying" an experience point for one gold piece (plus or minus a few silver pieces) via the act of training instead of just giving characters a point because they defeat a monster who has one gold piece in his treasure. The complete system, detailed below, has a number of optional treatments to make it as simple or as complex as the Dungeon Master may wish.

A condensation of the system is as follows:

1. A character amasses at least one half of the experience points he or she needs to gain a promotion (level) (an option allows this percentage to be as low as 30% for a 20th level figure).
2. He or she seeks a person (preferably) two or more levels higher but of the same race and alignment, to train him or her in the skills needed to fully gain the new level.
3. The cost of this training varies from as little as 10 s.p. for 1 x. p. to as much as 2 g.p. for 1 x.p.
4. The training time is computed in days or fractions of days, and during that period the figures are bound in what amounts to a sworn oath in the name of their Gods to be honorable, faithful and loyal to one another.

* * *

Why are experience points given to a character? The methods are:

1. For killing opponents ("monsters"), as per AD&D.
2. For defeating, subduing, enspelling opponents ("monsters"), a one-half award. (Note: killing an *enspelled* monster still only gains the half award unless the killing is done immediately and not after questioning or having the figure perform some act)
3. For learning the use of magic items (per the awards in the *Dungeon Masters Guide* for magic items) by experiment and experience, NEVER from the use of a spell or through magic in a device.
4. From protracted use of an item (weapons and armor, etc.)
5. For certain one-time uses of an item in an "adventure situation."
6. For acts directly related to a character's profession.

Some of these six topics need elaboration. Killing a monster in combat with weapons or spells is clear-cut, and no discussion is necessary. However, when a figure is enspelled or defeated without an outright kill a full award is often not appropriate. For example, if an opponent is charmed, webbed, held, slept, frightened or subdued, he/she/it has not been killed outright

That opponent might even be back to fight later. If the party kills the opponent at the first opportunity then it should get the full award, however, if there is a delay to question, imprison, or force the opponent into service, etc., killing the figure then becomes an act of brutal murder and can seriously compromise many a character's alignment Thus only a half award is given if the figure is kept alive so that the party can (it hopes) gain from the figure in some way. It is possible for a single "monster" to provide a party with multiple awards in this system, but that is reasonable. For example, if a high priest fights a party but is defeated because he fails his saving throw versus fear, he will likely be back later to fight the party again. Thus an award for both confrontations, if the party wins, can be given. There is never any award for "gladiator" type situations unless the captured figure has a reasonable chance to actually kill his opponent

The party will find many magic items in its travels. Resorting to a spell device to detect magic is acceptable and still allows for experience to be gained from learning what the item is. However, use of spells like *Identify, Commune, Limited Wish, Wish, Contact Higher Plane,* etc., even if unsuccessful, negates any award for learning what an item is!

The rule must be that experience is only given for use and experimentation with an item. Sometimes this requires protracted use, as in the case of weapons and armor. Thus, gaining a +1 sword and learning that it is magic will not give an award until the sword has been *used* in an entire adventure. Having a sword in its sheath for an adventure will give the player no award whatsoever. Some items also will give experience for use, like a *Ring of Controlling Fire Elemental,* a *Potion of Invisibility,* a *Wand of Fire,* etc. These devices give experience for use in adventure situations ONLY, thus, a figure cannot gain from doing these things in his/her back yard.

Finally you may wish to excercise the option of giving SMALL awards for acts directly related to a character's profession: picking locks, learning new weapons (Fighter types only), learning new prayers/spells, making magic items, researching spells, etc. These awards must not amount to more than 100 points and if used they should only be allowed for acts that have less than a 50% chance for success. If a 2nd-level Thief has a 29% to open a lock, give him (100-29-71) points if he makes it, but if he were 7th level his chance would be 52%, so given him nothing if he picks it successfully. These awards can be considered ONLY in an adventure situation (thus, the Thief gains nothing from practicing on locks to gain experience if he is safe when he does so) and only to give low-level characters a chance to reach upper levels more rapidly. Once a figure is beyond 4th level, I would not give "profession awards" any longer.

Now that it is clearer why awards should be given (and you should make up your own mind on this subject before you get too deep into a campaign), it is necessary to get into some of the nitty-gritty of a "teaching" system. Before we do that, however, we must understand what, if anything, a figure can gain from pure experience, that is, he or she has amassed enough points to go up a level without resorting to treasure at all. We will call this a *Natural Level* as opposed to a *Trained Level.*

From a Natural level a figure immediately gains these things:

1. Hit points appropriate to the level
2. A saving throw appropriate to the level
3. The ability to attack as a character of that new level
4. A larger spell capacity, range, duration, etc., based on level.

From a Natural Level a figure does NOT gain these things:

1. Use of new weapons
2. Use of new spells
3. Access to a new spell level
4. Special abilities
5. New languages

Once the Natural Level has been gained, the figure can only gain up to 10% more experience (at a maximum) and at only half of the normal rate. After that he or she must be trained, usually by a figure of his or her class, to gain the other advantages of the new level.

A figure cannot gain the use of a new weapon unless he or she is trained in its use. Thus, someone who knows how to use it must show the character how it is used. Some "cross training" is permitted in this area; thus, with many weapons, the figure does not have to seek someone of his or her own profession (class) but the figure must be able to use the weapon at the same percentage chance to hit as the figure being taught A 3rd-level Fighter can hit with a mace 65% of the time versus Armor Class 10. For a Cleric to show this Fighter how to use the mace, the Cleric must also be able to hit armor class 10 with a 65% chance; for a Cleric this occurs at 4th level. So this new swordsman could ask any 4th-or-higher-level Cleric who knew how to use a mace to teach him how to use it

The only exception to this rule comes from use of an unknown weapon throughout an entire promotion at a minus to hit Thus if the Fighter named above used a mace at -2 (the "non-proficiency penalty") throughout this last promotion, from Warrior to Swordsman, and resorted to no other weapon, he could gain its use (assuming he is allowed a new weapon at this new level).

A spell caster must learn the text of new prayers (Cleric/Druid/Paladin/Ranger) or read new spells (Magic-User/Illusionist/Ranger) before he or she gains them. Thus, unless a Cleric meets another who knows a prayer, or a Magic-User meets another who will let him read a book, he or she can not cast it. Knowing the title of a spell is not sufficient.

Each new spell level can only be employed after the key to that level (in prayer or reading) is taught to the spell caster: Thus even if a "natural level" is gained by a Magic-User, for example-let's say Evoker to Conjurer where he or she would first gain a 2nd-level spell, he or she could not understand a 2nd-level spell until the key to the level were taught to him or her. (You might wish to make that rule optional but I highly suggest you use it.)

Special abilities must come from one's own class, with few exceptions. For example, the prayers needed to turn higher levels of undead must be taught; a Druid's extra languages, identifications, immunities and the ability to shapechange must be taught; a Paladin's ability to turn undead or to use spells must be taught—ditto for the Ranger; a Thief must learn how to read new languages or to read magic; a Monk must have each of his special abilities taught to him or her.

If you wish to allow "cross teaching" it must follow the rule that the teacher must already know how to do the required task with a proficiency equal to or greater than that of the figure's proficiency who is being taught. Thus, a 4th-level Assassin could not teach a soon-to-become 4th-level Thief anything about picking a lock since the Assassin's own ability will not equal that of the Thief s. Of course, a 1st-level Cleric who knows how to Create Water could teach that spell (prayer) to a high priest without penalty.

After all of this introduction the topic of how the training occurs has finally come up. This is set out in a series of rules, and EVERY one should be followed.

A. For a figure to be trained, the trainee must have at lest one half of the necessary experience already amassed. Thus, if a Warrior wants to be trained to become a Swordsman he or she must have at least 3,000 total points of experience to hi or her credit All of that experience has to come from the sources listed at the beginning of this article, though magic can also add experience (a card from a Deck of Many Things, certain manuals, books, etc.). It should be noted that as a character gets higher and higher that that one-half necessary experience is harder and harder to gain from "natural" sources. Thus, you might wish to reduce that 50% by 1% per level so that an aspiring 10th level lord would only need 40% from "natural" sources. This reduction, if used, should be cut off at 20%. As far as I am concerned, a character is awarded Demi-God status once he or she becomes 21st level and is effectively out of the game—though many DMs might disagree on that point I feel play above 20th level is just ridiculous.

B. The instructor, almost always someone of the figure's own class, must be at least one level higher than the figure to be trained, i.e. already at the new level, or higher of course.

C. The trainee would prefer to find an instructor of his or her own

(Turn to page 46)

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Leomund's Tiny Hut

(From page 15)

race and alignment if at all possible. If there are racial and/or alignment differences the DM might invoke a penalty in the "what can be taught" percentage given below (D). That penalty should be 0.1% for a racial difference. 0.1% for a one-step alignment difference, 0.2% for a two-step alignment difference, 0.4% for a three-step alignment difference. Absolute opposites will not train each other. A one-step alignment difference is LG to NG or LN, a two-step is LG to CG, LE or N, a three-step is LG to CN or NE, absolute opposites are LG and CD or LE and CG.

D. What can be taught. The instructor can impart 2% of the difference between his current experience level and that of the trainee if he is at least two levels above the trainee (modified by racial and alignment differences as given above), 1% if he is at the level to which he is training the trainee, per training day.

Examples: A lawful good elf Swashbuckler who currently has 20,000 pounds of experience is to train a lawful good elf Warrior who has 3,500 points of experience. Thus, per day of training, the swashbuckler can impart 2% of (20,000 - 3,500) = 330 points of experience. A day equals 8 hours of training. No more than 8 hours per day can be used. Haste has no effect on training! Since this warrior needs 500 x.p. (4,000 - 3,500), it will take $\frac{500}{330}$ = 1.51 days, or 1½ days rounded off.

A lawful good elf Swashbuckler who currently has 20,000 points of experience is to train a neutral good human Hero who has 14,000 experience points. The base is only 1% since the elf is trying to teach the human to become the level he is already at. This 1% is reduced by 0.1% due to racial difference and 0.1% due to a one-step alignment difference, so it becomes 0.8% imparted per day. 0.8% times (20,000 - 14,000) = 48 points! Since the poor human needs 4,000 more points to become a swashbuckler himself, this will take 831/3 days! As you can see, this is very unprofitable for both figures.

E. What is the cost? The cost is roughly 1 gold piece = 1 experience point, but this can be bartered and modified to as little as 1 x.p. for 10 s. p. or as much as 2 x.p. for 1 g.p. The best price would only be given by figures of the same race and alignment to their close friends. Naturally, cost can be measured by services rendered, magic items given, etc. However, there is ALWAYS a cost-there is no such thing as free training!! This is tied to the fact that training is considered a church sacrament—this will be explained below—by all races and alignments!

F. The Training Contract. This is the heart of this system and it must be observed by the DM or the players will try to get away with getting training for nothing or next to nothing. Prior to instruction the pupil and instructor swear by their deities to protect one another during the period of training and for three days thereafter, if that is necessary. Robbery of one's teacher (pupil) is 60% likely to invoke an immediate penalty (30% from the god of the offended party, 50% from the god of the offending party, and 20% from both gods!)! The student-teacher relationship is sacred regardless of class, alignment, race or any other barrier. If two people agree to a training contract, they must abide by it. Killing one's teacher (pupil) is 85% likely to invoke an immediate penalty (20% from the god of the offending party, 40% from the god of the offended party, and 40% from both gods!)! Any attempt to subvert the oath will be dealt with harshly. Use of others to rob or harm the partner in the contract will cause the same penalty to all concerned. Note that this extends to private intervention also, so that if a teacher's friend tries to kill the pupil without the teacher's knowledge the friend will be dealt with by the God(s)! Gods always take direct interest in such contracts since their name is used in the bargain. Note that the deity's name need not be spoken aloud. If a character tries to subvert that rule by saying he swore by his God without actually doing so, the other figure's God will act at once!

G. What treasure can be used to pay for training? Part of the oath is to swear that all monies and items have come from adventuring in the name of the person's God. Treasure gained by inheritance, gambling, taxes, training someone else, from day-to-day business, etc. cannot be used. Note that if 10% comes from these random sources there will be no penalty, but there is a 2% chance for intervention for every 1% over that 10% grace portion. Thus if a figure tries to use treasure amounting to 40% of the training cost, the chance for his god invoking a penalty is (40 - 10) (2%) = 60%. Finally it should be noted that trying to pass off a bogus or "empty" magic item will also invoke the wrath of the God(s) with a 70% chance. All of this precaution is absolutely necessary to prevent the unscrupulous player from trying to cheat on the deal.

H. What will the Gods do? First, they will require full repayment to the offended party, plus a large bonus. If the offended party has been killed the Gods will demand that he be raised at the offender's expense, or they just might kill the offender and take the body away. The gods must be played with a vengeance in all such cases. Taking their names in vain is no light matter!! Quests, Geas and Atonements are also very likely requirements of the Gods. (Note: Demons and Devils are considered as deities (gods) in this case, as are very powerful figures who are worshipped, like Tiamat, Bahamut, some Ki-Rin, etc.)

I. Major tasks. Learning a new language, learning how to make weapons, learning pre magic (for a paladin, ranger) etc. are very long events and will not fit the 2%/1% rule since weeks are often required. Cost for such training will be from 1 to 40 s.p. per day per level the teacher has attained. Again, a contract is involved. "Cross-training" comes into this category. Whenever there is a doubt as to how much something should cost, always charge the higher amount.

High-ranked instructors. Those who are 1, 2 or 3 levels above the pupil will enter the training contract often—remember, it is free choice! However, those 4 or more levels above the pupil will not usually lower themselves to train lessers. This feeling of superiority permeates all alignments, though Lawful Goods are a little less superior—but not much. In like manner, such instructors always sell training for a minimum of 1½ g.p. per x. p.! These figures are honor bound to tell a figure where he can obtain training, if they refuse to do it. Training at this level of difference is always at the teacher's convenience, so that it can be put off for days.

K. Physical condition of the teacher and pupil. Both must be fully cured to enter a contract. Any damage during the training must be healed fully before training can go on.

Charmed or imprisoned teachers can not convey information for a training purpose. In like manner, taking the training oath is very likely to invoke intervention if it is taken under charm or duress (60% chance).

M. Inter-party training. It is not allowed for the purpose of giving a new level! If this rule is not used, then treasure will "daisy chain" itself around in a party and not leave the group. The object of this system is to get the treasure away from the party!!

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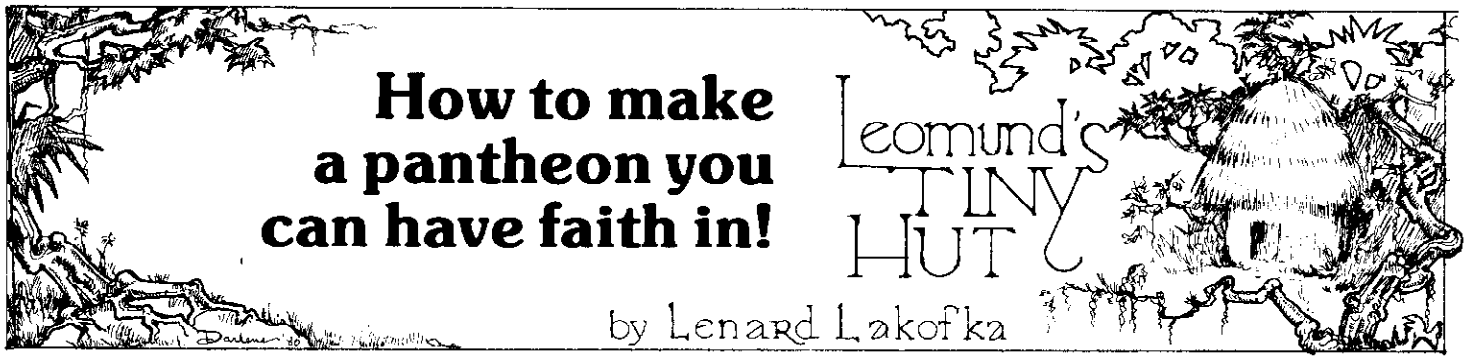

How to make a pantheon you can have faith in!

by Lenard Lakofka

"My 52nd-level Fighter/43rd-level Magic-User/27th-level Thief has the *Wand of Orcus* in one hand, the *Rod of Asmodeus* in the other and carries the *Staff of Zeus* between his legs! Besides that, I have just acquired the heads of all the Polynesian Gods, had them shrunken, and now they are this necklace I'm wearing! I can hardly wait for *The Dragon* to print another pantheon so that my best character can kill them off!!"

Sound like a Jim Ward article? Alas, just about every player in what I'd like to call "Circus D&D" has all of these trophies, and more!

Why does it happen? For a few reasons. The DM is too much of a nice guy. The DM does not give the Deity all of his/her/its powers. The players abuse the books and spells and the DM lets them get away with it. The magic items available are too powerful and too easily acquired, and so on.

I hope in this article to set things aright! Cheer up, Gods, it's your turn to get even!

I will begin by defining a Deity-Ranked Figure. Obviously, all Gods are Deities. However, you may go so far as to say that unless a God passes one of the following tests, he/she/it is only a minor God with less than full powers:

A. Has 180 or more hit points

B. Can cast some spell or has some power that is at 20th-level ability

C. Can fight or perform acts as a 20th-level Lord or 20th-level Thief

Those of lesser abilities are not "Deities." Thus, Baal, Orcus, Tiamat and Bahamut are "deity ranked" but Juiblex, Ki-rins, and Yeenoghu are not (though the three latter figures are certainly not to be taken lightly). The differentiation will become important when the powers of Deities are discussed hereafter. No Demigod is a Deity, though their powers are also formidable.

The difference between Deities, lesser beings and men (and other spell-casting creatures) is the basis of their power. Deities gain their abilities from the outer planes. Men and creatures of the Prime Material gain their powers, abilities and spells from the Inner Planes or from Deities. Lesser beings like Devils, Demons, Angels, Demigods, etc. might have some access to "Astral Power" (i.e. power from the outer planes) but it is limited both on the outer planes and on the Prime Material. Thus, when the basis of Astral Power is understood the method of playing these creatures is also cleared up.

A Deity-Ranked Figure has the greatest power on his/her/its own plane of existence. There his power is supreme and he is difficult to challenge. The reverse is also true. On the other outer plane his power is less, on the inner planes it is lower still and it is least of all on the Prime Material. Thus, while Deity-Ranked figures are powerful on "earth" they are super beings on their own plane.

In game terms this can become the following rule. A Deity on his/her/its own plane has full magic resistance (plus full benefit of any immunities) regardless of the level of the creature casting a spell at him/her/it! This Magic Resistance includes the powers of items (like a vorpal blade, artifact, relic, staff of the Arch Mage etc.) as well as breath and gaze weapons. In his home a God is supreme!

If the Deity goes to another of the Outer Planes, his/her/its magic resistance is measured against a Mage instead of a Wizard, i.e. versus 16th-level magic instead of 11th-level magic. Within the Inner Planes including the Prime Material, his/her/its magic resistance is standard, i.e. measured versus an 11th-level base. This rule prevents players from going to the Abyss, Hell, The Happy Hunting Ground etc. and totally negating the magic resistance of a resident creature because the character is 30th-plus-level (the concept of a 25th-plus-level player character is ridiculous anyway, but I'll leave that for another article).

On the other side of that coin, the farther removed a character gets from the Prime Material, the less his/her/its power. Therefore men are strong Magic-Users and Clerics on the Prime Material but lose some of that power on other planes.

Again, let's make that into rule form. A protection device, including scrolls, rings, cloaks, etc. will not function at all on the outer planes. Thus a Protection from Demon Princes Scroll is not worth the parchment it is printed on in the Abyss. (You might wish to reduce this slightly by saying it offers the reader a magic resistance of not more than 30% on that other plane!) In no case will it prevent bodily contact.

Thus, players can not trip off to the outer planes with a few scrolls and wreak havoc on the Gods/Demons/Devils! Magical items that have a plus to hit, to defend or to damage are also reduced. On the other inner planes they are -1, on the Astral -2 and on the outer -3. Items that convey an ability or power might lose it totally on another plane, e.g. a Cystal Ball is useless on the Elemental Plane of Air; A Girdle of Fire Giant Strength might be reduced to a Girdle of Stone Giant Strength on the Ethereal plane; a potion of any type might be destroyed by taking it to another plane (i.e. give it a s.t. versus magical fire or it is destroyed, for each plane passed through!)

You might go so far as to forbid some spells on some planes, like Fire Spells in the Abyss or Hell, Cold Spells in the Negative Material, Cause Disease in Heaven, etc. In this way Deities have real power in their own plane and the extra experience for killing them on their own plane has meaning. Furthermore, Deities should have increased chances to summon on their own plane, but enough said on this subject.

The Dungeon Master must become the Deity. To this end he/she must realize that a Deity acts according to four major principles: alignment, intelligence, ego and power. To begin with a Deity will not tolerate some punk getting smart with him/her/it regardless of alignment similarity! A God's ego should make a player character's dim by comparison! Simply do not take any garbage from smart players when you are playing a God! At the very least, just leave and give them nothing for their trouble! Even if Gated in, a Deity need not stay around and take abuse from a player character.

A Deity almost always has an intelligence of 17 plus, and usually it is 20 or more. Thus he will not do something meaningless or stupid when it comes to fighting. He/she/it will select his/her/its best power or ability and manifest it at once. Even if this means wholesale slaughter of player characters. Either the character shows respect (or a healthy fear), or he/she can go to Hell—perhaps very directly! A Deity will never forget its ability to teleport away without error and will not hang around when some player is beating it to within an inch of its Prime Material Life! If a Deity cannot win, it will escape.

A Deity will remain true to his/her/its alignment in all dealings. Thus if a player wins a granted wish from Asmodeus, that player had better phrase that wish with unparalleled caution! Thinking you have a Deity "by the short hairs" is an unbelievable mistake! Remember, these beings do not "die" in the classic sense, and almost all will have allies who will help them escape given a proper period of time or beings who will bring them back to the Prime Material by evoking them at a later date. Enmity between a player and a Deity can be the kiss of ultimate death. Even a lawful good Deity will seek to get back at an evil character who has forced something from him/her.

With all of this to consider, how can a player create a pantheon or a

new Deity? If an entire pantheon is required, it is a great aid to write out a detailed creation myth. This interrelates the Gods (Devils/Demons) and makes it possible to understand what their powers might be. At that point it is necessary to decide what various powers and abilities are unique and appropriate to the pantheon and what abilities are inherent in the being's characteristics.

It has been established in the *Monster Manual* that beings exist with a Strength of 30 (cf. *MM* page 44, Giants). Thus the most powerful God in a pantheon might have that strength or even 31 or 32. *(See editor's note below.*) The DM Guide (cf. page 145, Girdle of Giant Strength) gives some idea of what those numbers translate into. A logical extension might be along these lines:

Rating	To Hit	To Damage	Open Doors	Weight	Bend Bars/Gates
25	+6	+13	96 in 100	+13,000	100%
26	+7	+14	97 in 100	+ 14,000	100%
27	+7	+15	98 in 100	+ 15,000	100%
28	+8	+16	99 in 100	+ 16,000	100%
29	+8	+17	99 in 100	+17,000	100%
30	+9	+18	99in100	+ 18,000	100%

Note the MODERATE increase to prevent too much abuse. Remember that Giants themselves have a built in hit point range and "to hit" is partially assumed in their increased chance to hit due to their higher number of hit dice.

(Editor's note: The Monster Manual *has been amended, changing the strength range for giants to 19-24 instead of 21-30. This makes the giants' characteristics conform to the statistics listed in the* Dungeon Masters Guide *for the various Girdles of Giant Strength. Rather than alter the text of this article to conform to the revised figures, we attach only this word of caution: The intent of Mr. Lakofka's article is that no being should have strength greater than 1 or 2 higher than a Storm Giant, i.e. 25 or 26. Limiting a being's strength to 26, 25 or even 24 would fall well within reason, since the author projects no other ability higher than 25.)*

As Intelligence goes up to 19 or 20 or beyond it is necessary to decide what powers might go along with it. For example:

Rating	Know Spell	Minimum#	Maximum#	Abilities
19	95%	10	all	Inherent short-range ESP (20')
20	96%	12	all	Increased ESP (50')
21	97%	14	all	ESP 50' plus creation ability of a Djinni but usually permanent (objects only)
22	98%	15	all	ESP 75' plus creation ability of an Efreeti but permanent (objects only)
23	99%	16	all	Clairvoyance 75' plus creation of short-term life (under 2 H.D.)
24	99%	17	all	Clairvoyance 120 plus creation of self-sustaining low level non-intelligent life (under 2 H.D.)

As Wisdom goes up the saving throw against mental attack increases, but nothing else. At Wisdom 22 (+8 adjustment), immunity from mental attack might come into being.

As Dexterity goes up, Reaction Adjustment goes up, Defensive Adjustment goes down and the number of attacks goes up. For example:

Score	Reaction Adj.	Defensive Adj.	Number of attacks
19	+4	- 5	2/round, Fighters 5 every 2 rounds
20	+5	- 6	2/round, Fighters 5 every 2 rounds
21	+5	- 6	Z/round, Fighters 3 every round
22	+6	- 7	5 every 2 rounds, Fighters 3/round
23	+6	- 7	5 every 2 rounds, Fighters 3/round
24	+7	- 8	5 every 2 rounds, Fighters 3/round

For a Thief I'd stop at these limits on ability: Pick Pockets 140%; Open Lock 99.9% (regardless of race), with the exception of complex locks whose limit might be 80%; Find/Remove/Place Trap 99.9%/ 99.9%/100%; Move Silently 99.9%; Hear Noise 55%; Climb Walls 99.9%; Read Languages 90%.

For Constitution, the following might be considered:

Score	Plus to Hit Points	System Shock	Reaction to Poison/Regeneration
19	+2 (fighter +5)	99.2%	+ 1 vs poison, regain hit points by healing 25% faster
20	+2 (fighter +5)	99.3%	+2 vs poison, regain hit points by healing 50% faster
21	+3 (fighter +6)	99.4%	+3 vs poison, regain hit points by healing 75% faster
22	+3 (fighter +6)	99.5%	+4 vs poison, regain hit points by healing 100% faster
23	+3 (fighter +6)	99.6%	+5 vs poison, regenerate 1 point/turn
24	+3 (fighter +7)	99.7%	Immune to poison, regenerate 1 point/round
25	+3 (fighter +7)	99.8%	Immune to poison, regenerate 1 point/round, Immune to disease

Charisma:

Score	Henchmen	Loyalty	Special
19	20	+50%	Charms cast by this figure at -1 from s. t.
20	25	+60%	Charms, suggestions at -2 from s.t.
21	30	+70%	Charms, suggestions at -3 from s. t.
22	35	+80%	Charms, suggestions at - 4 from s. t.
23	40	+90%	Charms, suggestions at -5, those under 5 H.D. stand in awe
24	50	+95%	Charms, suggestions at -5, those under 10 H.D. stand in awe

With the parameters defined, it is easier to assign abilities. Here follows a format for such Deity creation. You may think of items to add. Make up a blank character sheet outlining these items, not necessarily in this order, and creation of a pantheon is easy.

* * *

Name, Title, Type _____

Experience Level as Fighter (Ranger, Paladin) _____

Magic-User (Illusionist) _____

Cleric (Druid) _____

Thief (Assassin) _____ Monk _____

(I *strongly* recommend a limit of 30th level, even for gods, with players not allowed to rise above 25th.)

Strength _____ Dexterity _____

Intelligence _____ Constitution _____

Wisdom _____ Charisma _____

Extra Abilities Gained from Above: _____

Armor worn _____ Adjusted AC _____

(Note: An unarmored God might have a base AC of 8,5,2 or even 0, while unarmored men have a base AC of 10.)

Hit Points _____

(I'd limit this to 500 or so.)

No. attacks per round _____

Bonuses to hit: Magic ___ Strength ___

Bonuses to damage: Magic ____ Strength ____

Weapon(s) carried _____

Basic Damage/Attack range of weapon _____

(Note: Magic and strength bonuses, if any, are recorded above and not here. This space should include the unadjusted range of dam-

age for automatic weapon hits to which a God may be entitled because of "to hit" bonuses. For instance, a fighter with strength 18 (00) has a +3 to hit If he has a sword which is +3 to hit, he scores automatic damage on every hit within the damage ranges for a long sword, i.e. 1-8 vs. S & M and 1-12 vs. L. If the sword also has a plus to it or damage against a particular monster or alignment, that would be listed here.)

Special powers of weapon _____
(e.g. vorpal, paralyze, disintegrate, charm)
Move (walk/fly/swim/teleport) _____
Special Attacks _____
Special Defenses _____
Magical Items carried _____
Immunities, Magic Resistance on:
Prime Material Plane _____
Home Plane _____
Spells, spell-like abilities available each round _____
_____
Innate Powers _____
(Infravision, ultravision, extraordinary hearing, etc.)
Spells available less often than each round (and frequency) _____
_____
Other special abilities _____
Can cast limited wishes?
Full wishes? Make decrees? ____
(A decree is equivalent to a 10th-level spell, which no player can ever cast. It is a more powerful form of wish which can alter ability scores, hit point totals, or perhaps experience level-temporarily. Even a Deity cannot raise a player more than one experience level on a permanent basis.)
General Apperance _____
(Height, weight, coloring, clothing, carried items)
Plane of principal existence _____
Can travel to which planes? _____
Can teleport in _____ segments
Summon aid on Prime Material _____
Summon aid on Inner and Outer Planes _____
(Number and type of followers, chance to summon successfully)
Summon aid on home Plane _____
Symbol(s) of Deity _____
Basic alignment, tendencies (if any) _____
Character types or alignments which pray to this Deity _____
_____
Spells grantable/disallowed by Deity to His/Her/Its clergy _____
_____
Highest level of spell grantable to clergy _____
Psionics: Ability Attack modes Defense modes
Carried Treasure _____
Treasure trove contents _____
(It is very wise to have a list Every God does not own one, at least, of everything!)

* * *

Once you have defined a format, you will know what your Deities can and cannot do. Remember, if played properly the Planes will limit what a man and a Deity can do, and these limitations will make the Deities much more potent and believable at the same time.

(Next in Leomunds Tiny Hut: An instructive and entertaining demonstration of how to create a pantheon: Len Lakofka, with thanks and apologies to Jim Ward, presents his Monty Haul Pantheon. You have to read it to believe it.)

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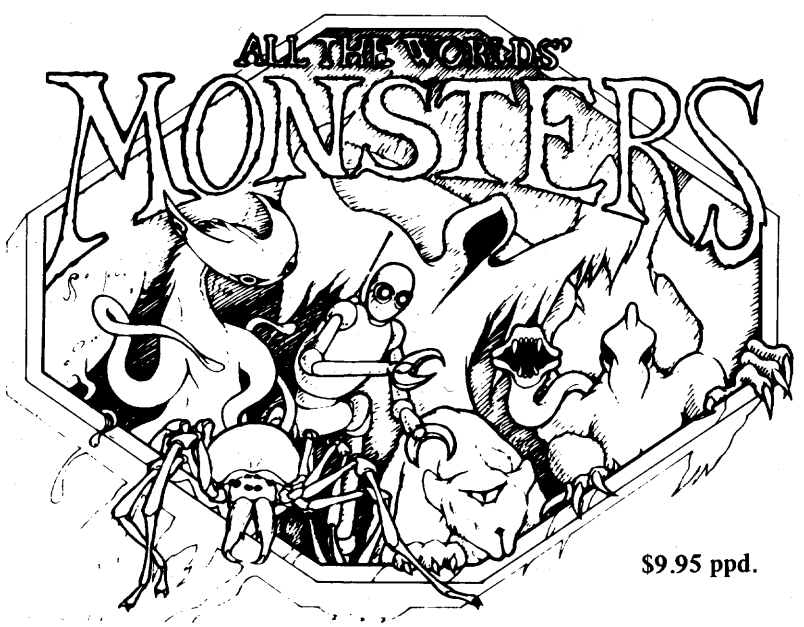

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Tell them you saw it in the Dragon

Presenting . . . The Monties!

by Lenard Lakofka

Constructing your own hierarchy of gods and goddesses can add depth and "realism" to an AD&D campaign. The process of devising deities that are logical, consistent and purposeful can be long and involved—but it can also be a lot of fun!

As an example of how to draw up a pantheon, I'd like to present a set of characters I once devised after reading one of Jim Ward's "nightmares" in The Dragon.

James, while perhaps being tongue in cheek (no, I don't know whose cheek), produces D&D material that can curl the hair of a DM who is trying to think of AD&D as an intellectual as well as fun pursuit. Here follows a sampling of my Monty Haul Pantheon!

Introduction

The Monties are powerful beings who are worshiped by almost no one and loathed by everyone else. They are *extremely* powerful, and are not openly opposed by characters or other gods when they make their occasional voyages to the Prime Material Plane.

The reason for the Monties' vast power (and the reason why they are disliked so fiercely by so many) is their ability to absorb magic power which is used on them, turning detriment into benefit for themselves! If, for instance, one is hit with a +5 Holy Sword, the weapon will be destroyed and the deity will *gain* five hit points. Monties thrive off a Wizard's spells, readily gobble magic weapons and armor of all sorts, and live for the moment when some foolish evil Cleric will cast *Destruction* on one of them!

If another Deity is presumptuous enough to try to combat or influence one of the Monties, that god will find that his/her magics will not work. Even a powerful God's Decree has no effect whatsoever on a Monty—except to *give* it an additional 20 hit poins.

Below are brief descriptions of some of the Monties—enough, hopefully, to make you want to never see them again! If one of them does find his/her way into your campaign and decides to stay for a while . . . well, it was a nice campaign while it lasted.

MONTY HAUL (Mr. Excessive)
Str 27, Int 18, Wis 3, Dex 20, Con 19, Cha 3
Armor Class: -4
Hit Points: 1,010
Class/level equivalent: M-U 20th, Ill. 10th
Alignment: Chaotic neutral
Move: 36"

Special abilities: Can cast 24 levels of spells per round of any M-U type through 7th level. His curse (no s.t., 200-foot range) makes a figure run in terror at the sight of a gold piece, faint at the sight of a platinum piece, and die (no saving throw) if it lays eyes on a gem.

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GILDA QUICKSILVER
Str 19, Int 4, Wis 10, Dex 20, Con 22, Cha 19
Armor Class: -4
Hit Points: 707
Class/level equivalent: Cleric 20th
Alignment: Chaotic good
Move: 24"

Special abilities: She turns wood, parchment, or any other non-living organic matter to silver (no s.t.) at a 60' range, but has no control over the power. She can bestow this blessing on another character, but then he/she has no control over it either. Turning things to silver is an act which summons Monty 35% of the time. Gilda is beautiful and has the best of intentions, but is a bit scatterbrained.

VARD-META-ALI (The Walking Face)
Str 17, Int 20, Wis 4, Dex 14, Con 20, Cha 10
Armor Class: -4
Hit Points: 707
Class/level equivalent: M-U 20th, Ill. 10th
Alignment: Neutral chaotic
Move: 24"

Special abilities: Limitless psionic power, all attack modes, but is himself immune to psionic attack. Can ply any metal, by force of his will, into a piece of "art" that is so hideous that persons under 15th level die of fright (no s. t.). He will ply his trade on any metal he sees at a range of 200 feet. He is 2 feet tall with a head the size of an adult man's.

GLOBKUZ (The Putrid Pile)
Str 19, Int 4, Wis 7, Dex 24, Con 20, Cha 0
Armor Class: -8
Hit Points: 808
Class/level equivalent: Fighter 20th
Alignment: Neutral
Move: 15"

Special abilities: Any brain possessing knowledge of a spell is forever destroyed if he touches it. He has the ability to grow five times larger than a chosen object and absorb it. He can follow in a teleportation wake, and thus can never be escaped from. Globkuz appears as a stinking pile of bluish-green putridness.

PERRYNOYIA (The Ghastly Visage)
Str 17, Int 3, Wis 4, Dex 20, Con 17, Cha -3
Armor Class: -2
Hit Points: 704
Class/level equivalent: M-U 18th, Fighter 25th
Alignment: Neutral & chaotic
Move: 16"

Special abilities: Perrynoyia's specialty is the Charisma Zap, which when directed at a target will give that creature the worst case of acne ever known. That means that each time he performs the Zap, the result gets worse and worse. He causes creatures to become diseased (choose any four diseases at random) by his touch. He will Zap anyone who is reluctant to hand over magic protection devices. He can detect magical protections, including armor, at 1,000 feet. Perrynoyia wears gobs of old rings, cloaks, bracers, etc., that were once magic protection devices. He appears as a human being, but looks like someone who has every disease imaginable all at once.

Rearranging and redefining the mighty dragon

by Lenard Lakofka

Dragons are probably one of the most interesting types of monsters for the Dungeon Master to play, but I feel the rules for their play are too sparse and in places could use some change and alteration. I would like to discuss the rules for Subduing dragons, possible speech and magic use, their Magic Resistance, the damage they do from their Breath Weapon(s), how they attack with spells, breath and bite, and modifications to some of the existing dragons—especially the suggestion that Tiamat and Bahamut be elevated to the rank of Deity. As with all of the material in this column, this is not "official" *Advanced Dungeons and Dragons* but is given for your consideration and possible use. If you do decide to agree with me, be sure your players are aware of the changes!

Have you even had your little band of characters stumble upon a sleeping dragon and subdue the ancient fellow because the dice call for it? Here is this giant monster with fabulous wealth and, let's say, 80 hit points. The band comes in and scores 12 points of damage for a ratio of 12/80, or 15%; you roll the dice, and sure enough a 12 comes up and the dragon gives up without a fight! Now, friends, this does not make for good *AD&D!* I suggest to you the following rule: The dragon's subdual percent can not be less than the product of his/her hit dice and age. Thus, this dragon mentioned would have a minimum chance of 80% to NOT be subdued, so that a chance to subdue could not exist until the monster takes 80% of 80, or 64 points of damage.

You can go further and say that magic-using dragons add 1% for every spell level they can cast, so that if this fellow could cast 4 1st and 4 2nd-level spells his percent chance would be 80 + 4(×1) + 4(×2) = 92%. Naturally, a dragon which takes 100% of its hit points in subdual damage is automatically subdued.

Note further that subdual is NOT accomplished with Fireballs, Cones of Cold, Lightning bolts, etc.! Those forms do real damage to the monster and must be used in an attempt to kill. If the party decides to subdue, but sees that they will lose, and chooses to revert to actual damage, then subdual points can be counted at 1/3 their value as real damage.

Almost every dragon I've ever placed in my world can speak, and most of them can cast spells. Having any non-speaking dragons, save for those produced by summons or as part of a family group, is reducing the monster from a playability point of view. It is a lot more fun to play a speaking, gullible dragon or a powerful, spell-casting one than some dull fellow who can only bite and breathe. Thus I suggest to you that the percentage chances of speaking and spell use be dramatically increased! The percentages I use follow—and remember that if you want the dragon to speak/cast spells don't let the dice change your mind—however, summoned dragons or the lesser dragons (younger) ones in a family group do use the percentages given in the Monster Manual.

Color	Speaking	Magic Use	Sleeping
Black	65%	45%	30%
Blue	85%	65%	20%
Brass	70%	50%	25%
Bronze	75%	55%	20%
Copper	75%	55%	20%
Gold	95%	100%	5%
Green	75%	55%	25%
Red	95%	75%	15%
Silver	85%	85%	15%
White	55%	35%	35%
Brown*	60%	65%	20%
Orange*	50%	75%	20%
Yellow*	50%	75%	20%

*The latter three types, of my creation, will be outlined at the end of the article.

I have also increased the chance of the dragon being awake, i.e. not asleep. If more than 3 are encountered, I will always be awake!

What spells can a dragon cast? From reading the *Monster Manual,* it would appear that any spell is allowed. I have reduced the list significantly and allowed some colors to cast other than Magic-User spells!

Color	Magic-User	Clerical	Druidic	Illusionist
Black	85%	15%	0	0
Blue	85%	15%	0	0
Brass	80%	15%	5%	0
Bronze	75%	25%	0	0
Copper	95%	5%	0	0
Gold	75%	25%	0	0
Green	95%	0	0	5%
Red	100%	0	0	0
Silver	75%	25%	0	0
White	85%	15%	0	0
Brown	0	0	100%	0
Orange	20%	0	0	80%
Yellow	10%	70%	0	20%

This percentage means that any particular dragon casts ALL spells of the type given; it is not a mixture in those percents!

Here is the list of spells I would allow for a dragon divided by class and level:

MAGIC-USER

First
Affect Normal Fires
Charm Person
Comprehend Languages
Detect Magic
Enlarge
Light
Magic Missile
Shocking Grasp
Sleep
Unseen Servant

Second
Audible Gamer
Continual Light
Detect Evil
Detect Invisibility
ESP
Invisibility
Locate Object
Mirror Images
Pyrotechnics
Ray of Enfeeblement

Third
Clairvoyance
Dispel Magic
Feign Death
Haste
Slow
Tongues

Fourth
Confusion
Fear
Fire Charm
Fumble
Polymorph Self
Remove Curse

Fifth
Distance Distortion
Magic Jar
Wall of Force
Teleport

Sixth
Geas
Legend Lore
Project Image

CLERICAL

(Evil dragons cast the opposite spell in all cases except Cure Light Wounds)

First	Second	Third	Fourth	Fifth
Bless	Augury	Continual L	Cure Ser. W.	Commune
Command	Find Traps	Create F&W	Detect Lie	Plane Sh.
Cure Light W.	Hold Person	Dispel M.	Tongues	True See.
Detect M.	Know Align.	Feign D.	Sixth	
Light	Silence 15'r.	Glyph Ward.	Blade Barrier	
Resist Cold	Resist Fire	Locate Obj.	Heal	
Remove Fear	Speak w anim.	Remove Curse	Speak w, Monst.	

Note that Neutralize Poison, Cure Blindness, Cure Disease and Raise Dead are specifically excluded. However, see the courts of Tiamat and Bahamut.

DRUIDIC

First	Second	Third	Fourth
Detect Magic	Charm Person/Mam.	Hold Animal	Cure Serious W.
Detect S&P	Cure Light Wounds	Protection fire	Dispel Magic
Faerie Fire	Fire Trap	Pyrotechnics	Protection Lightning
Pass w/o trace	Obscurement	Tree	

ILLUSIONIST

First	Second	Third
Audible Glamer	Blur	Continual Light
Change Self	Detect Magic	Fear
Detect Invisibility	Hypnotic Pattern	Paralyzation
Light	Invisibility	Suggestion
Phantasmal Force	Mirror Images	
Wall of Fog	Misdirection	

The number and type of spells are as per the *Monster Manual.* The dragon casts the spells at the level of proficiency needed to gain the spell as if the dragon were a human of the class indicated. A dragon that can cast a 2nd-level Magic-User spell does so at 3rd level, since a human MU must be 3rd level to cast a 2nd-level spell; 5th level proficiency for a 3rd-level spell, 7th for 4th, 9th for 5th and 12th for 6th respectively for dragons using Magic-User Spells,

I have omitted almost every major attack spell (i.e. Fireball, Color Spray, Ice Storm, Cone of Cold, Slay the Living, Call Lightning, etc.), since that would give a dragon too much power. (See, everything is not in the monster's favor!)

Dragons have an innate Magic Resistance measured by dividing their age level by 4 and rounding down. Yet this does not, in my opinion, go quite far enough. I give some dragons an actual Magic Resistance depending upon their age level. Again, this makes them tougher and less likely for a party to stumble into and walk over. The vast amounts of treasure dragons guard makes this rule acceptable. If you can blow them away too easily, the gain outweighs the potential hazard. Cheer up, the resistance isn't too great.

Color	Adult	Old	Very Old	Ancient
Black	0	0	5%	10%
Blue	5%	10%	15%	20%
Brass	0	0	0	5%
Bronze	0	5%	10%	15%
Copper	0	0	5%	10%
Gold	10%	15%	20%	25%
Green	0	5%	10%	15%
Red	10%	15%	20%	25%
Silver	5%	10%	15%	20%
White	0	0	0	5%
Brown	0	0	5%	10%
Orange	0	0	5%	10%
Yellow	0	0	5%	10%
Tiamat				75%
Bahamut				85%

If you are wondering about Tiamat and Bahamut, remember that I consider them deities, not just powerful monsters. They are both emissaries of powerful Lawful gods.

If you read the *Monster Manual* word for word, it says that all breath weapons of dragons do damage equal to the product of Age and Hit Dice. Yet I am sure that you have noticed that some of the metallic dragons have breath weapons that do not seem harmful, i.e.

(Turn to page 40)

FOES

RuneQuest

FOES is an encyclopedia of *RuneQuest* intelligent monster statistics, 1200 individual statistics in all, initially generated by computer and then extensively hand-checked, revised, and equipped by the author, David Forthoffer. They are accurate and stunningly individual. Studying these stats is like visiting the greatest *RuneQuest* referee in the world, and leafing through his notebooks of PCs and NPCs—the product of years of play and thought. Every major class of intelligent creature (Aldryami, Lycanthrope, Dragonewt, etc.) is represented, and 37 separate subtypes are given a page or more of individual statistics, graded, annotated, with hand-chosen spells and skills, and frequent humorous touches. Rick Becker has drawn the first complete size comparison chart for all of the subtypes, and every section opens with his drawing of the particular subtypes of the class fighting, racing, working, etc., with each other. Unique in its completeness, economical in its size, a necessity for every player and referee: *FOES,* 112pp., 8¼ x 10¾, illus. with color cover.

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Tell them you saw it in the Dragon

Leomund's Tiny Hut

(*From* page 11)

Fear, Sleep, Repulsion, Slow, Gaseous Form and Paralyzation. Since it must be remembered that Hit Points are partially theoretical in nature when applied to characters, it is quite logical that some damage does occur from these attacks. I use the sum of Age and Hit Dice, however, and not the product in such case, with no damage if the saving throw is successfully made. Thus a 4th Age dragon with 6 H.D. would do 10 points of damage with one of these weapons if the s.t. fails, and no damage otherwise.

Dragons are for the most part highly intelligent and at the very least very cunning. Thus they are not so stupid as to land and fight it out on the ground if they do not have to! If they can Enlarge themselves, create Mirror Images, etc., they will do so. If they are Slowed, they will try to back off until the Slow wears off! While the book calls for a choice between bite and breath, controlled by the dice, it is essential that the DM use the monster's best attack once the monster has received damage. The right to let the dice choose for the first attack is usually all well and good, but once the dragon has been hit it will opt for its most powerful attack—usually its breath—the next chance it gets. Give the monster an even break here. If the monster is losing, it very well might try to fly away or go to the ethereal or astral plane if it can (Tiamat and Bahamut are geniuses, not fools!). A dragon is very likely to fly over once or twice and breathe on its opponents before deciding to enter a normal melee. Remember too that dragons have been flying all of their lives and they can cast a spell if in uninterrupted flight! A dragon that can use a touch spell like Shocking Grasp or Cause Serious Wounds will do damage for the spell and its claw, if it hits.

Preparing dragon hide

Following are the special properties and use of a piece of dragon hide:

Once a dragon has been killed, the section of hide over the heart (about a 2'x2' piece) can be carefully removed for further use. It must be dried and tanned within 7 days. If it has been damaged during a melee (about a 25% chance, which could vary depending on what killed/damaged the dragon), it is of no value. The properly prepared hide must then have the spell Enchant an Item cast upon it successfully (see that spell for details); failure negates the use of that particular piece of hide. Once it is properly enchanted, a Magic-User or Illusionist can scribe a spell upon the hide (NOTE: the spell Write can never be used for this purpose!). The spell's maximum level is equal to the Dragon's age level. The chance of success is a base 100% minus 3% for each level of the spell being written. Remember that spells written by hand take 1 week per level and there can be no other activity save for normal eating, sleeping, etc. Once successfully scribed, that piece of dragon hide will retain the spell forever—unless the hide is destroyed, of course—just as if it were a Magic-User's book. Further, the hide gains the s.t. of the dragon in life, including any magic resistance the dragon may have had, versus all forms of attack. Only one spell per piece of hide is allowed in all cases. Tiamat and Bahamut's body will never remain on the prime material plane if killed.

Now, on to the three new dragons I have proposed and the elevation of Tiamat and Bahamut to the rank of deity.

Brown Dragon (Draco Auburnis Forestus)
Frequency: *Rare*
No. Appearing: *1-6*
Armor Class: *3*
Move: *9"/24"*
% in Lair: *75%*
Treasure Type: *H*
No. of attacks: *3*
Damage/attack: *2-5/2-5/4-16*
Special Attacks: *Breath weapons and possible magic use*
Special Defenses: *Nil*
Magic Resistance: *See text above*
Intelligence: *13-16*
Alignment: *Pure Neutral*
Size: *L (28" long)*
Psionic Ability: *Nil*
Chance of Speaking 60%, Magic use 65%, Sleeping 20%

The Brown Dragon always lives in a forest, though it may be in a cave within a forest. The dragon is true neutral and interested in the welfare of the forest above all else, though it does have a weakness for crafted jewelry of all types. The brown dragon can shapechange to a small mammal, lizard or bird once per day at its 2nd age level, twice at 4th, three times at 6th and 4 times at 8th. The shapechangeling can, at the very most, inflict 1-2 points of damage with claw, beak, bite, etc. However, the shapechangeling can have the dragon's full hit points and full benefit of its normal saving throw.

A brown dragon can attack with claw/claw/bite, or either of its two breath weapons, Faerie Fire and Lightning. The Faerie Fire covers an area of 6"x6" at a range up to 3" from the dragon's mouth. Any in the fire are covered (no saving throw) for 4-80 turns and they also take the sum of the dragon's age level and hit dice in damage unless a saving throw versus magic is made, in which case they take no damage. The Lightning is in a single bolt 8" long and ½" wide for full age times hit dice in damage, or ½ if a s.t. is made.

Brown Dragons which speak and can cast spells use Druidic spells:

Age Group	Spells castable per day
first	2 first-level spells
second	2 first and 1 second-level spell
third	2 first and 2 second-level spells
fourth	2 first, 2 second and 1 third-level spell
fifth	2 first, second and third-level spells
sixth	3 first, second and 2 third-level spells
seventh	3 first, second and third-level spells
eighth	3 first, second and third plus 1 fourth-level spell

Brown dragons are 85% likely to be on friendly terms with Pixies, Sprites, Druids, Pseudo-dragons and Treants that live in the same forest or nearby.

Orange Dragon
Frequency: *Rare*
No. Appearing: *2-5*
Armor Class: *4*
Move; *10"/30"*
% in Lair: *65%*
Treasure Type: *H*
No. of attacks: *3*
Damage/attack: *1-6/1-6/2-12*
Special Attacks: *Breath weapon and possible spell use*
Special Defenses: *Chameleon power*
Magic Resistance: *See text above*
Intelligence: *15-18*
Alignment: *Lawful Neutral*
Size: *L (20' long)*
Psionic Ability: *Nil*
Chance of Speaking 50%, Magic use 75%, Sleeping 20%

Orange dragons are always found in mated pairs in generally temperate climes. They are so loyal to one another that if one is killed the other will pine and die in from 3 + (1-6) days though if they witness the death consider them as having 2 more H.D. for the purpose of attack, and the mate will blindly attack the figure(s) who actually slew his mate, abandoning all considerations of personal safety! The children of orange dragons are not so protected, nor are they loyal to their parents to the same maniacal degree (they would be first to third age level). Orange dragons, regardless of age level, can change their color to become either a colored or metallic dragon. This ability is enhanced by the fact that orange dragons are often Illusionists; thus a limited Change Self is also brought into play to conform to the shape of the color change-physical size does not appreciably change in any case. Note that only magic-using dragons who know and then select Change Self can perform this latter change, however.

The orange dragon's breath is a form of Color Spray that extends in a cone from its mouth to a distance of 6" with a base of 3". The spray has these effects: 1. It deals out 2 points of damage per Hit Die of the dragon, ¼ if a saving throw is successful; 2. Those with fewer hit dice/levels than the dragon must save versus magic or be blinded for 4-16 melee rounds; 3. Those with as many hit dice/levels (or more) than the dragon must save versus magic or be stunned for 2-12 melee segments. An orange dragon can breathe once for every even-numbered age level it has attained; thus, first age level orange dragons cannot breathe at all.

If they can cast spells, they gain them in the following way: One first level spell for each of the dragon's first three age levels; One second level spell for each of the dragon's 4th to 6th age levels; One third level spell for each of the dragon's 7th and 8th age levels.

Yellow Dragon
Frequency: *Rare*
No. Appearing: *1-4*
Armor Class: *3*
Move; *9"/24"*
% in lair: *75%*
Treasure Type: *H*
No. of attacks: *3*
Damage/attack: *1-8/1-8/3-18*
Special Attacks: *Breath weapon and Possible Magic Use*
Special Defenses: *Limited shapechange*
Magic Resistance: *See text above*
Intelligence: *14-17*
Alignment: *Chaotic Neutral*
Size: L (48')
Psionic Ability: *Nil*
Chance of Speaking 50%, Magic use 75%, Sleeping 20%

The yellow dragon enjoys the company of men to the point of freely mixing with them in the guise of a Cleric, Magic-User or Illusionist depending upon the type of spells it can cast, or as a man-at-arms if it cannot cast spells. The yellow dragon can shapechange to human form three times per day but the same human (form/appearance) will always result from the change; thus, disguise as various humans is not possible. The dragon's lair is usually at a point overlooking an often-traveled road or near a small town, thus allowing the dragon the chance to mix with humans. The yellow dragon is outright rude and almost hateful to both humanoids and demihumans, and will attack such a band, unless it is accompanied by a majority of humans, on sight 45% of the time. While the yellow dragon is not evil, he is very gullible and any plausible story told to him by a human must be saved against like a Suggestion spell; thus, the dragon often ends up following either good or evil purposes if the person he last talked to has a charisma that is quite high. For every point of a person's charisma below 10, the dragon gains +1 on its s.t. vs Suggestion, but it loses one point for every point above 13. Remember, the suggestion must be reasonable—and, once melee is joined, this ability of men to "sweet talk" a yellow dragon is gone.

The yellow dragon can attack with spells (it can select Cures or Cause spells from clerical lists) or a claw/claw/bite routine but its most feared weapon is its breath. It has two forms usable twice per day each:

1. Cause Disease. This breath is in cloud form covering a cone 6" long and 3" at its base. Any in the cone must save twice versus magic. The first save is to prevent the effects of a Stinking Cloud spell once the figure is out of the gas (the gas does not linger but evaporates in 1 round). The effect, if the s.t. fails, lasts for 4-16 rounds (i.e. cannot cast spells, attacks to hit are at -3, strength and dexterity bonuses are lost as effective strength and dexterity drop by 4 points. Any with a resultant strength or dexterity of 2 or less are absolutely helpless and will fall over in a heap.) Worse still, the figure is subject to a disease that will permanently drain 1 point of strength and 1 point of dexterity per day for from 1-6 days unless a Cure Disease from a 12th or higher-level Cleric is applied or a Heal spell is used. Once a point is lost, however, it can only be regained by a Wish or a Restoration applied within 4 days of the loss of the strength or dexterity point.

2. Cause Blindness. This breath is a cloud of gas of the same proportions as the Disease gas. Those inside must save versus blindness or be blinded until a Cure Blindness or Heal spell is applied—Dispel Magic or Remove Curse has no effect upon either gas.

Note that both weapons do 1 hit point of damage per age level of the dragon, with no saving throw allowed.

Spells are gained at the rate of 1 first-level spell for the first four age levels of the dragon and 1 second-level spell for the next four age levels.

TIAMAT, The Chromatic Dragon, Queen of Evil Dragonkind, Arch Devil
Frequency: *Very Rare*
No. Appearing: *1; also see consorts below*
Armor Class: *-3*
Move: *6"/18" but also astral, ethereal, teleport*
Hit Dice: *16 (128 hit points)*
% in Lair: *90%*
Treasure Type: *100% H, S T, U*
# of attacks: *6*
Damage/attack: *2-16/3-18/2-20/3-24/3-30/1-6 and s.t. vs poison or death*
Special Attacks: *breath, weapons, poison, magic use*
Special Defenses: *½ damage from fire, cold, acid, lightning and chlorine gas, +2 to hit*
Immunities: *Holds, Charm, Death Magic, Suggestions*
Magic Resistance: *75% in the prime material, 105% in Hell*
Intelligence: *Genius*
Alignment: *Lawful Evil*
Size: *L (60')*
Psionic Ability: *Nil*
Sleeps only 10%, and only if consort on guard

Tiamat, like other devils, can use or has, at will: Charm Person, Suggestion, Illusion, Infravision, Teleportation (no error), Know Alignment, Cause Fear, Animate Dead. However, because of her relative immunities to attack forms similar to her breath weapons (½ damage from Fire, Cold, Acid, Lightning and Chlorine, ¼ if s.t. successful, and she obtains her Magic Resistance first), she takes double damage from iron weapons (including steel) and double damage from silver weapons (note: swords like Flame Tongues or Frost Brands cause no extra damage due to those properties). Poison can kill her though her saving throw is at +3, Magic Missiles do full damage. To hit Tiamat, a +2 or better weapon must be used.

Being an Arch Devil, Tiamat is subject to Protection from Evil spells, Protection from Arch Devil Scrolls, etc. A Holy Word will send her back to Hell but will only do damage if said aloud in Hell. Holy Swords, Vorpal Blades, etc. will not sever one of her heads unless a natural 20 is rolled. All damage to her is divided, 10% going to each head and 50% to the body, with all points not evenly divisible going to any single head or the body at the player's choice. Thus if she took 27 points in one round, 2 would go to each head, 10 to the body and the remaining 7 points could go to any one head or to the body at the player's option. Any head taken out of commission can not cast spells, breathe or bite.

Tiamat can select from the following spell roster, being allowed two spells per head per day:

White	Black	Green	Blue	Red
Affect Nor. F.	Audible Gl.	Clairvoyance	Confusion	Contact Other Pl.
Dancing L.	Continual L/D	Clairaudience	Fear	Distance Distortion
Detect M.	Detect Inv.	Dispel Magic	Fire Charm	Feeblemind
Identify	Fools Gold	Explosive R.	Fire Shield	Hold Monster
Light	Forget	Haste	Fire Trap	Magic Jar
Magic Missle	Invisibility	Hold Person	Ice Storm	Telekinesis
Protection G.	Locate Obj.	Phantasmal F.	Poly other	Wall of Force
Shield	Mirror Im*	Slow	Poly self	Wall of Iron
Unseen S.	Ray Enfeeble.	Tongues	Place Curse*	Wall of Stone
Ventriloq.	Stinking Cld.	Fly	Wall of Fire	Monster Summon Ill*

The three spells marked with asterisks are very special when cast by Tiamat; Mirror Images, Place Curse and Monster Summoning III. When in the presence of her consorts, Mirror Images has the effect of changing each of them present into a vision of her! That single male can, of course, use his own normal breath weapon and his normal spells! Further, the fake heads can inflict 1-6 points of damage each, though the male can only take the number of points of damage he can normally withstand. Once he dies the illusion vanishes at once. Tiamat can only do this in her lair.

Place Curse has the force of a Wish or the decree of a deity but it can never be used to kill an opponent, turn him/her/it to stone, etc. though banishment is a proper use of the spell. It has a range of 3" so that a touch is not required. A saving throw at -3 is allowed the Curse but items that effect s.t. or racial constitution bonuses (if any) do not apply to her Curse! Only one target per curse. Finally, her Monster Summoning can call for other Devils. It will work 100% of the time in Hell, 70% on the Prime Material (and remember, only one call is allowed). If successful, 4 Barbed Devils (75%) or 3 Bone Devils (25%) will arrive in 1 round.

Tiamat's consorts are a White Adult (7H.D.), Black Adult (8H.D.), Green Adult (9H.D.), Blue Adult (10H.D.) and Red Adult (11H.D.). They can all cast spells up to their full potential. While blessed (?) with consort status, these males can Polymorph themselves three times a day and are allowed to travel astrally or ethereally once a week. Tiamat will rid herself of a consort if he gets Old but his consort status will still allow him one polymorph per day but astral and ethereal travel is wholly lost. Her ex-consorts may call upon her once during their lives on the Prime Material. She is 95% likely to answer such a call by sending a single Barbed or Bone Devil to the ex-consort for his free use.

It should be mentioned here briefly that as DM you should decide what spells, items, and various magics will work in other planes like Hell. It should be observed that Protection from Evil, or Protection from Devil Scrolls simply do not function in Hell! Cures are only ½ strength. Calling upon another deity in Hell will summon a Devil at once and is 65% likely to not be heard on another plane in any event! When the players decide to take the fight to a deity's home it must be at an extreme penalty. All deities are strongest on their home planes and "relatively" weakest on the Prime Material—all statistics for deities are for their powers on the Prime Material only, thus they may well be, and likely are, far more powerful in their home.

Finally, it must be observed that Tiamat will rarely, if ever, fight to the death. She has the power of Teleportation and multi-plane travel and she will use it. For all of you who think you have killed Tiamat, guess again!

BAHAMUT, the Platinum Dragon, King of the Good Dragons, Angel of the Seven Heavens

Frequency: *Rare*
No. appearing: *1; also see guards below*
Armor Class: *-3*
Move: *9"/30" but also astral, ethereal, teleport*
Hit Dice: *21 (168 hit points)*
% in Lair: *75%*
Treasure type: *100% H, I, R, S, T, V*
No. of attacks: *3*
Damage/attack: *2-12/2-12/6-48*
Special attacks: *Breath weapons and magic use*
Special defenses: *Shapechange, immune to Disintegration, Flesh to Stone*
Immunities: *Holds, Charms, Death Magic, Suggestions*
Magic Resistance: 80% in the Prime Material, 110% in Tri Paradises, 130% in the Seven Heavens
Intelligence: *20*
Alignment: *Lawful Good*
Size: *L (75')*
Psionic Ability: *Nil*
Sleeps only 5% and only if guard present.

Bahamut can use any of the following (or has) at will: Shapechange, Infravision, Ultravision, Detect Invisible, Know Alignment, Limited Wish, Teleportation (no error). In addition he can have 21 spells, 14 magical—2 each of 1st to 7th-levels—and 7 clerical—one each of 1st to 7th-level—which must be determined by the DM prior to the meeting. A suggested common list is given below but can be altered by the DM to suit the particular situation:

Write; Identify; Wizard Lock, Locate Object; Fire Ball, Dispel Magic; Minor Globe of Invulnerability (can bestow on another), Polymorph Other with no system shock if he wills it; Feeblemind, Hold Monster; Geas, Spiritwrack; Drawmij's Instant Summons (for his Magic User's Book), Power Word Stun; Purify Food and Water; Silence; Remove Curse; Tongues; True Seeing; Heal; Holy Word.

Bahamut's breath weapons do 168 points of damage, or 84 if a saving throw is made, if Cold or Disintegrate are used. Gaseous form will inflict 30 points of damage but only 15 if the s.t. is successful. His Disintegration is often one of the banes of artifacts and relics but some of them can even withstand his breath without damage. Remember that creatures of over 150 points are not subject to his disintegration, but this is current hit point total and not maximum hit point total. All savings throws versus his breath are at -3 and items that affect saving throw or constitution bonuses do not affect this s.t.!

Bahamut does take full damage from fire, gas, acid, cold and lightning if his magic resistance does not foil the attack and if he fails his s.t. If he makes his s.t. (having failed the magic resistance roll) he takes ¼ damage and no damage if cold is the attack form.

Bahamut often travels the earth in human form seeking to aid the course of Lawful Good though he might aid any party containing no evils that is predominantly good. This aid will never be in the form of personal intervention unless another deity-ranked evil figure is directly involved. His aid will be in the form of information and perhaps the sale of a magic item useful to the party at double its normal cost-no bartering here whatsoever! His items will always be of the best sort, nearly always fully charged. He will always award what is needed to defeat an evil opponent, not what the party may want to destroy an opponent with overwhelming power. Further, he may "look in" on the party after the adventure and insist on having the item back (80% chance) though he will pay normal price for it, considering any lost charges or powers. Bahamut only helps versus evil and not against unknowns or versus something the party wants out of vengeance or poor conviction. Being flippant, swaggardly or boastful with Bahamut will end the discussion immediately!

Bahamut's court of seven is usually with him (90% chance), but all seven may not be present. Three of Bahamut's court cast Clerical spells instead of Magic-User spells. Bahamut or his court will not raise dead unless it is essential to the cause of Lawful Good. Further, the figure must have died in the fight versus evil through brave and intelligent actions. Bahamut does not raise Thieves, Assassins, Evils, opportunists or fools!

Bahamut's court can travel astrally to gain an item Bahamut is willing to sell to a party as per the prior discussion. Bahamut can always summon his court in 1 round if they are absent or if all are not present! Astral travel to gain an item will take 8 full hours, however, without exception. Bahamut is on superb terms with all Good Lawful gods and most Good Neutral and Good Chaotic ones as well. Alienation of Bahamut can result in the cutoff of spells for Good Clerics with a 75% probability!

Bahamut can be worshipped like any other god and can grant spells to his Lawful Good clergy. He does not accept Neutral Good or Chaotic Good worshippers as clergy, though they may praise and worship him, of course.

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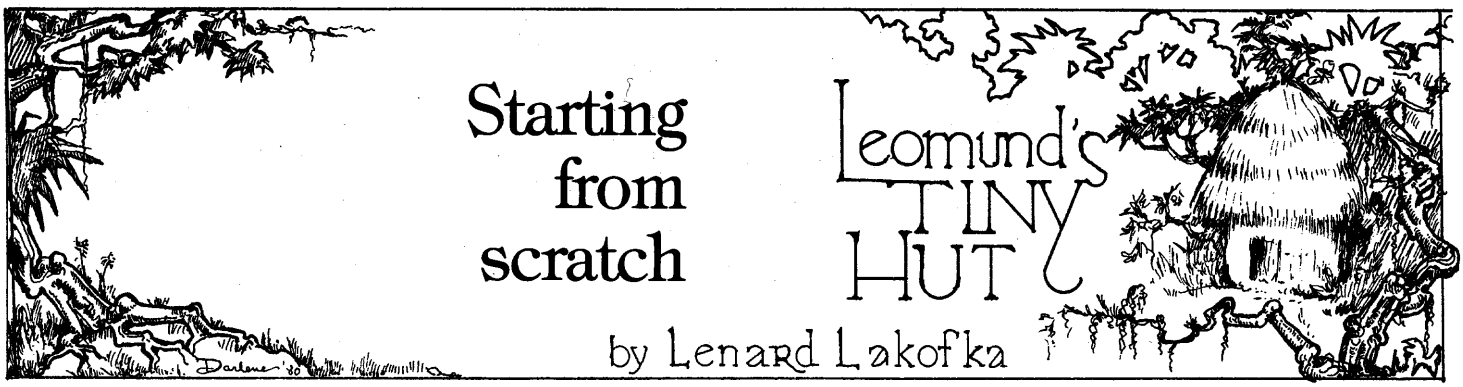

You have made the decision to begin a campaign, but you don't know where to start. You have a lot of great ideas, ways to mix existing monsters and spells with a few new things of your own creation. Still, you are unsure where to begin.

The worst place is in the middle. You should start fresh; a new party is required. Do not try to take an existing group of characters that has moved from dungeon to dungeon into your new world. Your old party will have some medium-level, if not more powerful, characters as well as many items and spells that would ruin a low-level dungeon. Designing a campaign means starting with low-level characters who are to be built up in the framework of the new world.

The existing characters might be brought in once the rest of the party has caught up to them in levels. Or the existing characters might be allowed to "settle down" in your world as non-player characters for the new group to meet. If this latter option is adopted, the existing characters should have no reason to automatically befriend the new party. Finally, the existing party can "sire" the new party-but there must be very few, if any, heirlooms passed down to the new group and the DM must control the gentry, not the players.

Creation of a campaign is best accomplised in three steps:

1. Creation of the party.
2. Creation of the first adventure(s).
3. Creation of the history and overview of the adventure site(s).

Does this sound backwards to you? It likely does, but there is an explanation. By knowing the size (that is, rank, level and number of members of the party that will go on an adventure, it is easier to design that adventure.

The adventure can be dangerous, but still a task that can be completed. It is too easy to design an adventure and then realize that a beginning party is too weak to attack it. The fun of a campaign is to promote low-level characters and to let players get close to the characters and to form their personas. That is almost impossible if character enters the game as a fourth, fifth, sixth or even higher level character.

Creation of the party

There are many methods of creating characters. Rolling them up with the players present is usually a good policy for the DM to follow. A few methods are given in the *Dungeon Masters Guide.* Here is a variation on one of those:

1. Roll 4d6 seven times. Record the sum of the three highest six-sided dice. If that sum is six or less, reroll at once. The sums must be recorded in order.

For example:

Rolls	Record
6/5/3/1	14
3/3/3/2	9
6/6/5/3	17
5/5/3/2	13
2/2/1/1	discard
4/4/4/3	12
6/4/5/4	15
5/3/3/2	11

2. The player is allowed two chances to alter the numbers as recorded. He/she may switch the positions of two numbers and he/she may discard one number—not necessarily the lowest one. The resultant character will be described for abilities in the order S-I-W-D-C-B ("B" is for Bearing or Beauty, used instead of Charisma, to avoid two characteristics beginning with "C".). At the moment the character has scores of 14-9-17-13-12-15-11. He or she could be altered as follows:

S 17, I14, W 13, D 12, C 15, B 11 (switch 14and 17, eliminate 9)
S 14, I 17, W 13, D 15, C 12, B 11 (switch 15 and 12, eliminate 9)
S14, 112, W 13, D 17, C 15, B 11 (switch 12 and 17, eliminate9)
S 14,19, W 15, D 13, C 12, B 17 (switch 15 and 17, eliminate 11)

3. Now adjust the abilities for race if he/she is to be other than a human. Taking the four characters given above, the Dungeon Master might allow these racial changes (also given is the selection of profession);

S 18, I 14, W, D 12, C 16, B 9: Half-orc fighter (He/she could now roll for unusual strength.)
S 14, I 17, W 13, D 16, C 11, B 11: Elven Magic-User
S 13, I 12, W 13, D 18, C 15, B 11: Halfling Thief
S 14,19, W 15, D 13, C 12, B 17: Human Druid

The DM might want the characters to meet certain criteria (see below), and might wish to forbid one or more of the sub-classes. The assignment of alignment, skills, languages, spells known, etc. is all the prerogative of the DM. He/she can ask the players to collaborate on the races and classes they select, or he/she might forbid such contact. In the latter case, however, there may end up being too many of one class. While that might be fun for a while, eventually it will harm your campaign and the players' enjoyment. The DM should always monitor the entire process of creation of player characters.

The DM may find it wise to eliminate a few of the possible sub-classes when beginning a campaign, or at least to limit the total number of allowed sub-classes to a maximum of two. A beginning party should not contain a Paladin, an Assassin or an Illusionist. These are difficult sub-classes to play and they detract from a beginning adventure; add them later in the game. A Ranger, a Druid or a Monk is not too hard to control, but before you allow those sub-classes in the party be sure that there is a regular Fighter (or two) before you allow a Ranger and a regular Cleric before you allow a Druid or a Monk.

A campaign plays best with five or six players. Three is a minimum number and eight is a reasonable maximum. A group of more than eight is usually unruly and difficult to manage. I have run many tournament games at conventions and found parties of nine or ten to be difficult even for only four or so hours of an event; on a week-by-week basis this would be maddening. Three or four players is too few. Each player will usually have two characters, if not three, and the flow of ideas becomes stifled and limited.

Each player should have one or two characters according to the following formula. For every three first-level characters, a beginning party may have one second-level character. For every pair of second-level party members there may be one third-level character. (A multi-class, multi-level character counts in the following way: 1/1=2, 2/2=3,3/3 not allowed.) If there is a third-level character it should be controlled by a single player. A pair of first-level characters can be given to a single player.

Thus, party size is limited to three to twelve figures. Having more than twelve figures to play is difficult in melee and other situations. The option of adding a few zero-level mercenaries should exist. Add

these in pairs, with six such characters as a maximum number while staying within the total allowable party size of twelve.

All of these number recommendations are based on the author's experience in some 50 tournament games, 50 or more miniatures games and five campaigns.

If a third-level character is allowed, he/she should be a Fighter, a Cleric or a Thief. Members of all of the other classes and sub-classes should have to work to gain third level. It is wise to allow one or two second-level characters to strengthen the beginning party. A dozen first-level types are fairly easy prey but if they are reinforced by two second-levels, their doom is not as easily foretold.

Player characters should always have the maximum possible hit points at first level. That is, Fighters ten, Clerics eight, Thieves six and Magic-Users four, adjusted for Constitution of course. Rangers begin with 8+d8 and Monks with 4+d4 hit points. Give player characters a good chance to survive: There is nothing more pitiful than a Fighter who has a strength of 18/00 and only two hit points to back him/her up!

Spells known by the group's Magic-User(s) should be as per the DM Guide. A DM can be a real sweetheart and not require a roll "to know" for the first three spells given at first level. If a knowledge roll is required, be sure to make at least three spells available to the Magic-User.

Spells not known on the first attempt can be tried again whenever the figure gets a promotion, as long as his/her teacher already knows the spell he/she has failed to learn in the past. This second roll is at minus 20%, however. If he/she fails a second attempt, the spell is forever beyond comprehension. (Exception: If the player somehow gains a full point of Intelligence, he/she may try one more time, but still at minus 20% and only with an instructor as before.)

Here is a weighting of the spells for Magic-Users at the first level (other levels can and probably should be weighted as well) following a set of criteria. Spells that are "common" are given a higher percentage chance to appear (and thus be taught to a Magic-User). Spells that are difficult to adjudicate are given a low probability. Spells that give the Magic-User too much power if given early in a campaign are given a low probability. Naturally, you can vary these percentages as you see fit or you might just choose all spells to be out.

Roll	Offensive Spells
1-8	Burning Hands
9-21	Charm Person
22-27	Enlarge
	(or: 22-30 Enlarge
	31-37 Shrink)
38-42	Friends
32-57	Light
58-70	Magic Missile
71-78	Push
79-83	Shocking Grasp
84-91	Sleep
92-00	DM's choice

Roll	Defensive Spells
1-11	Affect Normal Fires
12-23	Dancing Lights
24-30	Feather Fall
31-38	Hold Portal
39-45	Jump
46-60	Protection from Evil
	(or: 46-52 Protection/ Evil
	53-60 Protection/ Good
61-75	Shield
76-80	Spider Climb
81-86	Ventriloquism
87-00	DM's choice

Roll	Miscellaneous Spells
1-7	Comprehend Languages
8-23	Detect Magic
24-3 1	Erase
32-35	Find Familiar
36-41	Identify
42-50	Mending
51-60	Message
61-78	Unseen Servant
49-85	Write
86-00	DM's choice

Clerics should also be taught a limited number of prayers (spells) to begin the game. Mere knowledge of a spell title will not allow a Cleric to pray for it. Prayers are taught just as spells are taught/given by an instructor.

However, two Clerics can meet at any time and exchange spell information. This exchange (learning process) takes three turns per level of the prayer. Thus, if a Cleric teaches another Cleric the prayer for Flame Strike (5th level), they will be at it for two and a half hours.

The number of prayers awarded at first level should be 2+d4. One of the spells, regardless of alignment, is always Cure Light Wounds. Obviously the instructor must know the spells to be able to teach them. The instructor will not necessarily teach all of the first level spells he/she knows to an Acolyte. Here is a weighting of spells for first-level Clerics:

	ALIGNMENT OF THE INSTRUCTOR					
Title	LAWFUL GOOD	PURE GOOD	CHAOTIC GOOD	LAWFUL NEUTRAL	CHAOTIC NEUTRAL	ALL EVILS
Bless	1-7	1-6	1-6	1-4	1-4	1-3
Curse	8-11	7-11	7-12	5-10	5-12	4-13
Command	12-18	12-17	13-17	11-17	13-16	14-18
Create Water	19-21	18-20	18-19	18-20	17-18	19-20
Destroy Water	22-23	21-22	20-21	21	19	21
Cause Light Wounds	24	23-24	22-27	22-27	20-28	22-30
Detect Evil	25-36	25-35	28-35	28-32	21-25	31-34
Detect Good	37-40	36-39	36-37	33-37	26-30	35-40
Detect Magic	41-44	40-45	38-44	38-43	31-38	41-47
Light	45-50	46-50	45-50	44-48	39-43	48-51
Darkness	51-52	51-53	51-53	49-52	44-50	52-57
Protection from Evil	53-60	54-59	54-58	53-56	51-54	58-60
Protection from Good	- 6	0	59-60	57-60	55-58	61-66
Purify Food and Water	61-66	61-65	61-64	61-65	59-64	67-69
Putrify Food and Water	- 6	6	67	66-67	65-67	70-72
Remove Fear	67-72	67-72	68-72	68-72	68-72	73-77
Fear Touch	73-77	73-78	73-80	73-84	73-86	78-88
Resist Cold	78-84	79-84	81-84	85-87	87-89	89-92
Sanctuary	85-00	85-00	85-00	88-00	90-00	93-00

How many magic items?

The beginning party can start with a few magic items, but they should be few in number and relatively weak in power: perhaps one item for every three levels at a maximum but at least one item for every seven levels. Note that men-at-arms and other hirelings do not have levels and would not count toward the awarding of magic items. A brief list of good first level items follows:

Potions: Animal Control (dogs, large cats, birds, but not giant types or insects), Clairaudience, Clairvoyance, Climbing, Diminution, Extra Healing, Fire Resistance, Healing, Invisibility, Levitation, Polymorph Self or Sweet Water.

Scrolls: one to four first- or second-level spells of informational or miscellaneous types.

Rings: Feather Falling, Fire Resistance, Warmth, Water Walking.

Rods and Staves: none.

Wands: Enemy Detection, Illumination, Magic Detection, Metal &Mineral Detection, Negation, each with 2-7 charges—but only one wand to a party.

Miscellaneous Magic: Alchemy Jug (with a capacity of two or three useful potions; this item should count as two or three items, depending on the number of potions it gives in a week), Arrow of Direction, Boots of Elvenkind, Boots of Levitation (counts as 2 items), Bracers of Defense (Armor Class five to eight—count as one item for eight, two for seven, three for six and four for five), Cloak of Elvenkind, Keoghtom's Ointment (one jar counts as two items), Wings of Flying (counts as two items).

Armor: Chain Mail + 1, Leather Armor + 1, Shield + 1.

Swords: Sword + 1.

Miscellaneous Weapons: 2d4 Arrows + 1, Axe + 1, Hammer +l, Mace +l, Spear +l.

Remember that awarding magic items is up to the DM. Even if the party is made up of the offspring of former player-characters from another series of dungeons, the DM controls what will be passed to their children. If the party is given too much to begin with, there is no challenge. If a magic item is too strong at the beginning of the campaign, play will revolve around that item and not around the characters. The more players have to work for items, the better the campaign will be.

Designing the adventure

Phase two of designing a campaign is designing the first adven-

ture. You have established the rough outline of the characters, so now it is easier to establish a resistance that is tough and challenging without being fatal to the party.

The first adventure can be a wilderness adventure, a town adventure, or a dungeon adventure. The latter is the most popular and is the easiest for a beginning party. Next, you have to decide if the monsters in the dungeon will be organized or random. That is, are the monsters separate from one another so that they do not warn or protect each other, or do they fully cooperate? Is one monster in charge of the dungeon, or are there numerous power bases?

Most initial adventures are of the dungeon/random monster type, which is fairly good for establishing new players/characters. Outdoor and organized-resistance adventures are generally tougher, and the players and characters have to be on their toes to handle these. If a few of the players are beginning *D&D* or *AD&D* players or if one or more is a complete novice then the dungeon/random monster adventure is almost mandatory for teaching him/her/them the game mechanics.

In an organized resistance there is a hierarchy: a leader, perhaps one or more co-leaders, some lieutenants and perhaps even some sergeants. If this organization is attacked, and if an alarm can be sounded, this organization will respond with a coordinated defense/attack.

Random-monster dungeons, on the other hand, have quite a few power bases within them. They co-exist for two major reasons: one power base is not strong enough to wipe out the other(s), and the more monsters in an area the better protected they all are.

Either type of adventure can produce multiple forays as the party hits, probes, retreats and hits again. The organized resistance will better prepare for the second coming of the party, but in the random monster dungeon little if anything will transpire between attacks.

Once the type of adventure is determined, the designer decides who the inhabitants will be and what treasure they will guard. It is wise to determine the total amount of treasure right now, before the inhabitants are determined. If you parcel the treasure out on a monster-by-monster basis, you may end up with too much or too little treasure. The treasure will include items the monsters may actually use against the party. Make up a list of treasure and subtract from the list as you place each monster or group of monsters.

How much treasure should there be? There should be enough treasure so that from 25% to 50% of the party can advance one level of experience. This does not include the one or two items the party may keep within the group, nor would it include the money/items that might have to be sold to raise the dead or cure the injured. To compute this, add up the number of points the party, as a whole, needs for each member to go up one level of experience. About 15,000 to 25,000 experience points would be correct for a party of nine consisting of six first-levels, two second-levels and one third-level character. Thus, treasure should have a resale value of 3,750 to 12,500 GP, depending on the exact nature of the party. Remember to then add an item or two for the party to keep as a group and a small amount of treasure for curative purposes. If the party goes into a dungeon, kills all of the monsters, but only gains enough to get everyone cured and everyone raised they will come out with nothing to show for their trouble.

If a party is poorly organized or if it makes a blunder or two, then that's their tough luck. If the party plays very well, perhaps they will get to keep more treasure, and someone might even go up two levels of experience from a single adventure. These guidelines are very rough but are stated to give you some "ball park" idea of how much should be there. An item's gold piece value may not be what a party can get for it; in fact, no one may want to buy it at all. However, calculate the value of the item as given in the DM Guide.

Here is a sample list of treasure, with a total value of 19,000 GP:

A Long Sword +1 valued at 2,000 GP, a set of Scale Mail +2 valued at 6,750 GP, a Potion of lnvisibility valued at 500 GP, a *Ring of Free Action* valued at 5,000 GP, 350 Gold Pieces, 750 Electrum Pieces, 13,300 Silver Pieces, 17,400 Copper Pieces; Gems: 4x50 GP each, 3x100 GP each, 1 at 600 GP; a set of silver serving pieces (850 GP), a jade statue of a lion (45 GP), two barrels of mead (200 GP), a Holy Symbol encrusted with gems (550 GP), two vials of Holy Water (50 GP), a small silver mirror (20 GP), a set of plate armor (400 GP), two sets of studded armor (30 GP), and a two-handed sword (28 GP).

This treasure is not only diverse, but contains items a party may not think of as treasure. The 19,000 GP figure takes into account the curing and necessary raising from the dead for one character. This total treasure would then be given out to the monsters in the dungeon.

Notice that there is no Magic User's Book and no scrolls. Thus, if there is a human in the monster list, he/she is likely not a Magic-User. If a Magic-User's Book were included then its value might well be thousands of gold pieces (see *The Dragon* #28 for a suggested value of such a book, page 31).

Now we know the party size, the items they possess and the treasure being guarded. Now all that is necessary is the designing of the adventure area itself. Either of two approaches can be used: Either draw a map of the area and then populate it, or determine the monsters and then draw a map of the area to accommodate them.

You may add a few traps, but they should not be lethal. Spiked pits, lethal poison needles, and falling two-ton blocks are too much for a first adventure. Limit traps to slides, shifting rooms, an aimed crossbow, a trip wire leading to a gong, etc.

The March of the Monsters

Here is a list of some monsters that can be challenged by a typical party made up of six first-level characters, two second-level characters and one third-level character and possessing some minor magics:

Giant ants (6 workers and 2 warriors), black bears (2 or 3), bombardier beetles (2 to 4), fire beetles (4 to 7), bugbears (2 or 3), giant centipedes (3 to 5 as a trap), gargoyle (1 or 2—only if the party has two or three magic weapons), ghouls (2 or 3), gnolls (3 to 5), hell hound (3 hit dice, 1 or 2), hobgoblins (4 to 8), kobolds (6 to 12), werewolf (1), ogre (1 or 2), orcs (4 to 10), giant scorpion (1), shadows (2 to 4), skeletons (2 to 6), huge spiders (2 to 4), stirges (3 to 5), troll (1), zombie (3 to 5).

This number of monsters should be adjusted upwards if the party has access to a *Sleep* spell, and even more so if the party has access to multiple *Sleep* spells. The *Sleep* spell can make combat too easy for a party against many of the monsters given in the list above.

The list does not hope to include all monsters that might be pitted against a first-level party, but six hit dice for any other creature added should be about the limit. A monster with more than six hit dice will make mincemeat of a group even if the party finally does defeat the thing. If too many party members are killed in a single melee it will be almost impossible for the group to afford to get them all raised. If party members must constantly be buried then the players cannot form personas for the characters they control.

The treasure list given above would be parceled out to this group of monsters. Note that some of the humanoids in the monster list could use some of the treasure items against the party, making the monster even tougher. If a shaman or witch doctor is included in a humanoid tribe, the tribe's overall size might have to be reduced. Individual humans can also be included, up to a limit of fifth level. The party listed would have a very rough time against any single fifth-level character, especially a Fighter or a Magic-User. Again, the DM must balance humanoid and human monsters versus the party. If, for instance, the party has a third-level Cleric with Hold Person and/or *Silence,* those two spells could dispatch a single adversary quickly; thus, you should allow for single humans or humanoids to have some guards to help them.

In short, you must balance the party versus their opposition. If the opposition is too weak or if it is too easily defeated by a spell(s) the party possesses, then there is no challenge. If the opposition is too strong the DM will "win" but the characters may get wiped out. Remember, by the way, that a party that is losing a melee can be ordered (asked) to surrenderby many monsters, and then robbed or imprisoned. All melees do not have to go to a final conclusion. Stupid monsters might only want one party member to eat, and thus the party could escape by an act of sacrifice. The DM should give the party as many options as possible.

Organized resistance

Here follows a brief example of an organized resistance. Remember that all of the players in such an adventure should have played the game a few times before. An organized resistance is usually too tough for novice players.

An organized resistance might have one boss or it might be led by a partnership. A partnership may involve two or perhaps three power bases which will cooperate if any of them are attacked.

Some single-boss organized resistances: A Thaumaturgist backed up by a Hero. His sergeants are two bugbears. He controls 12 men-at-arms.

A band of 20 orcs led by a witch doctor and a chief.

A band of robbers made up of a fourth-level Thief, a third-level Magic-User, a second-level Cleric, and six Veterans.

An ogre in charge of eight hobgoblins.

A fourth-level Assassin backed up a second-level Illusionist and five first-level Thieves.

Some partnerships might be as follows: A pair of ghasts for night protection and a Prefect and six Acolytes for day protection.

A manticore guarding the top of a hill with a Hero and five Veterans at the base in a cave.

A very young black dragon in cooperation with a Conjurer and seven men-at-arms.

Two sahuagin aiding a band of eight pirates on a small island.

In each of these cases, if one group/individual is attacked the other (if it learns of the attack) will aid at once. These symbiotic relationships benefit both partners with increased security and treasure. The two or three power bases should not be allowed to live together or to travel together, since combined they would be too strong for a first-level group.

The biggest mistake most designers make is to give away an item or items that destroy play balance. If an item, or the one character who owns it, dominates play, the DM has made an error. To redeem himself, he can try to regain the item in the next adventure. There can be a plan to get it back (or to destroy it), which might fail. This will test the DM and the party and will prevent charges that the DM is being arbitrary. If you as a DM make a mistake and you see it is ruining the game, try to correct the error in the context of the game if you can. Perhaps you might see fit to reward the party for the loss of the item but you should, at the very least, give them a good adventure in your attempt at regaining/destroying it.

New monsters and magic items

New monsters and magic items are always interesting, but limit these creations to one or two such things per adventure. There is plenty of good adventuring to be had with the existing offerings, and something new and different is not necessary at every turn. If you do wish to add a few things, there should be some guidelines:

A new item does not have to be brand new. You can make items with properties identical to some existing items but housed in a new way: a Helm of Protection + 1, a Shield of Feather Fall, a Ring of Magic Missiles, a Wand of Warp Wood, and many other such items are just variations on existing items.

This trick is especially useful if you have a player(s) who, disregarding the spirit of the game, memorizes the books and can rattle off ten uses for a wand at the drop of a hat. You can contain this type of player with changed items, or you might require a knowledge roll before you allow any speculation about what an item might be. This will lead to some controversy, however. The knowledge roll was part of my campaign some years ago but it proved to be a source of argument instead of a solution. Yet, ours might have been problems unique to our group, and perhaps it will work for you.

Another trick the DM can use is to vary multi-purpose items so that a figure will not know all of the item's powers by finding out one. Multi-purpose items should not be given out to low-level groups or be guarded in a first adventure. Yet when they do become available, you can alter one or more properties without making a new magic item.

A totally new item, for a beginning party, must produce an effect no more dramatic than a second- or third-level attack spell or up to a fourth-level defensive or informational spell. New spells must also be controlled. Use a check-and-balance system built into the spell if at all possible.

On one occasion, with a party of sixth- to eighth-level figures, a sword was awarded that teleported without error—and as if that wasn't bad enough, it also always struck first. This caused many a good plan to go right down the old toilet. It is very easy for a DM to overdo it; limiting new items and spells in a beginning campaign is most important.

The campaign overview

Once the first adventure is designed, it is time to add a history and overview to your campaign. Now you can draw a map around the adventure site, showing towns and other features. Working your way out is better than handing the party a map of the world for the first campaign. Given a huge map, they will want to go somewhere you haven't even had a chance to consider as yet. By working your way from the inside out, you will have a much better grip on a history that makes sense and hangs together logically. Don't worry about other countries/islands/counties on the map until the home base for your first-level group is well defined. As you begin to expand, you can let the party hear about other adventures they may be able to try in the future. Thus, they will be able to choose where they will go as time passes and you will be ready for them.

Unfortunately, there is no pat formula for designing an adventure. That is what makes *D&D* and *AD&D* so attractive. Yet, after playing each design you can look at the overall result and learn from what you have done. If the party is moving too quickly or too slowly, you can make up for it in the next adventure. If you design too far ahead, either the party will be too weak or too strong to do what you would like to see them do. Moderation, equilibrium and care are the chief words to remember in designing a campaign.

WANTED!

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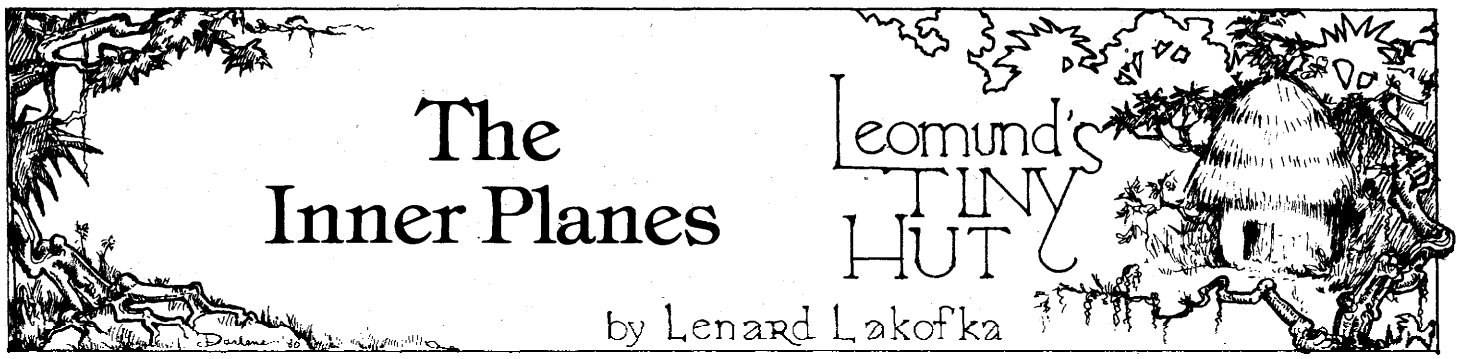

The Ethereal Plane of existence totally surrounds and permeates a planet from its core to its upper atmosphere (i.e. its Prime Material Plane), its four Elemental Planes, and its Negative and Positive Material Planes. Beyond the outer limits of the atmosphere it extends through outer space to other planets, suns and bodies in the universe. Space travel via the ether is very difficult and time-consuming and requires an actual degree of experience in ethereal travel. For the purpose of this article outer-space travel will be virtually impossible, though the rules for such will be discussed. The omnipresence of the ether as it exists in conjunction with an individual planet will be the heart of the discussion.

A figure with ethereal access can freely travel on the Prime Material, go "up" into the Elemental Plane of Air, "down" into the volcanic Elemental Plane of Fire, can go into the Elemental Plane of Water (if a large body of water is nearby), or can go "down" into the Elemental Plane of Earth. In addition, a figure on the Prime Material or in the Ether may also pass into the Positive or Negative Material Planes. The Positive does not touch the Negative. Neither the Positive nor the Negative touches any Elemental Plane directly. Thus, travel from the Negative Material to the Elemental Plane of Earth, for example, must be via the Prime Material or the Ethereal Plane. The Ethereal, Positive and Negative Material Planes and the Elemental Planes do not touch the Astral Plane or any of the Outer Planes of existence. This relationship must be completely understood before going on to movement and other topics (See chart on page 121 of the *AD&D PIayers Handbook).*

Movement can be very rapid in the ether, but the time scale is unchanged. Maximum rates are given below for movement in the Inner Planes.

Maximum Movement Rates

All movement is considered to be wholly within the plane mentioned and wholly within a planet's atmosphere.

Plane	Feet/minute	Miles/hour
Ethereal Plane	8800	100
Positive or Negative Material Planes	7040	80
Elemental Plane of Air	10560	120
Elemental Plane of Water	5280	60
Elemental Plane of Earth	3520	40
Elemental Plane of Fire	2640	30

Anything crossing into another plane, whether by choice or chance, runs the risk of being caught in the ether cyclone at a 5% chance per plane crossed into or through. A figure can remain in the Ethereal Plane while crossing through another Inner Plane and never actually enter that other plane. In such cases, there is no risk of running into an Ether Cyclone, but the chance of encountering a monster from that plane being passed through is much greater if the figure is actually within the Inner Plane.

Travel is also possible at an "interface," the place where two planes meet. Interfaces exist between some of the Elemental Planes: Earth and Air, Earth and Water, Earth and Fire, Water and Air and (rarely) Fire and Air. There is no interface between Fire and Water or between any Plane and the Positive or Negative Material Planes.

Chance to Encounter a Creature while in the Inner Planes

Plane	Travel Mode	Chance per 52,800 feet
Ethereal Plane	At an Interface	5%
Ethereal Plane	Outer Space (altitude 1000 miles or more)	.0001%
Ethereal Plane	Through an Elemental Plane	15%
Ethereal Plane	Through Positive or Negative Material	0%
Elemental Plane	Wholly within Plane	2%
Positive or Negative Material Plane	Wholly within Plane	4%

If a monster is encountered (see *DMG,* page 181) in the ether, it may or may not be hostile. It might be neutral to the traveler or it might aid the traveler (aid will almost always cost money or magic; it is not free). The table which follows is for monsters of at least low (a rating of 5 or higher) intelligence. The table also assumes that some method of determining alignment (conversation, magical means, telepathy, psionics, openly displayed symbols, etc.) exists. To this

Chart A
Nature of the Encounter

Alignment of the Traveler	Alignment of the Monster LN	N	CN	LE	NE	CE	LG	NG	CG
Lawful Neutral	04-48	05-59	08-52	29-63	35-69	43-77	03-37	04-40	05-44
Pure Neutral	05-49	03-47	08-47	33-77	31-75	36-83	06-55	05-52	05-54
Chaotic Neutral	08-52	08-47	05-54	45-88	41-80	37-76	15-74	13-67	11-60
Lawful Evil	29-63	33-77	45-88	09-58	16-75	26-90	29-88	35-94	46-99
Neutral Evil	35-69	31-75	41-80	16-75	11-60	16-75	33-92	31-90	36-85
Chaotic Evil	43-77	36-83	37-76	26-90	16-75	13-64	56-99	43-94	39-92
Lawful Good	03-37	06-55	15-74	29-88	33-92	56-99	02-36	04-41	05-44
Neutral Good	04-40	05-52	13-67	35-94	31-90	43-94	04-41	02-46	04-45
Chaotic Good	05-44	05-54	11-60	46-99	36-85	39-92	05-44	04-45	04-53

Use of the Table: Roll percentile dice. If the number falls within the range given in the chart the reaction will be neutral. If it is below the number range (smaller) the reaction will be hostile. If it is above the number given the reaction will be positive and aid is possible.

percentage must be added the chance of hostility if a figure is using the ether to pass through an Elemental Plane. That percent addition is a flat 35%. Obviously, the Dungeon Master has the option to play an encounter and he/she may choose to ignore the percent given. If exact alignment is not known or determinable, assume the monster to be pure neutral. The monster must also detect alignment in some way for the chart to be truly applicable; if it cannot it, too, will assume its "opponent" is pure neutral. The DM might have to make assumptions on alignment as the encounter begins and perhaps he/she will modify them after contact is actually established.

An example of use of the table: A Chaotic Neutral character (party) meets a Neutral Good monster in the ether. Given is "13-67". If 1-12 is diced the monster will be hostile. Hostility does not equate to immediate attack. If 13-67 is diced the monster will be neutral. It will ignore advances or perhaps bypass the character (party) altogether. If 68-00 is diced the monster might aid the character (party) in return for some consideration (money, magic, a spell, etc.). If the character (party) was traveling through an Elemental Plane via the ether, adjust the range given by 35% so that instead of "13-67" the range becomes "48-102". Aid is not possible, but there is a 01-47 chance of hostility. Even a neutrally disposed monster might aid a character (party) for a better-than-average consideration. The DM might also adjust the encounter for the Charisma of the parties involved. Powerful monsters, like demons, devils or deities, are not affected by Charisma. Obviously the traveler (party) will determine its own reaction in almost all cases, even though the percentages given can be used both ways.

Monsters can always move from an Elemental Plane into the Ether, and will initially move at the highest speed possible in whichever Plane bffers the highest movement rate. To augment the tables on page 181 of the DMG, here are some encounters possible while passing through or traveling within the various Elemental Planes.

Chart B

Creature Encountered (maximum quantity encountered)	Plane Entered or Passed Through Air	Earth	Water	Fire
Aerial Servant (1)	01-28	—	—	01
Basilisk * (2)	29-32	01-03	01-03	02-04
Cockatrice * (3)	33-35	04-06	04-06	05-07
Couatl(1)	36-40	07	07	08-09
Djinni, common (2)	41-60	—	—	10
Djinni, Noble (1)	61	—	—	—
Dragon, Chromatic (1) Consorts (2-5)	62	08-09	08	11-14
Dragon, Platinum (1) Court (2-5)	63-66	—	—	15
Efreeti, common (1)	67	10-11	—	16-39
Efreeti, Noble (1)	—	—	—	40
Elemental, Air* * (1)	68-80	—	—	41
Elemental, Earth** (1)	—	12-50	—	42
Elemental, Fire** (1)	81	51	—	43-72
Elemental Water** (1)	–	–	09-48	–
Ghost (1)	82	52	49	73
Gorgon * (2)	83	53	—	74
Groaning Spirit (1)	84	54	50	75-76
Human Traveler * # (5)	85-88	55-60	51-57	77-78
Intellect Devourer (1)	89	61	58	79
Ki Rin (1)	90-94	62	59	80
Lammasu, common (2)	95-96	63	60	81
Lammasu, Noble (1)	97	—	—	—
Medusa * (1)	—	64	61-63	82
Nightmare (1)	—	65	64	83-88
Salamander (2)	—	66-67	—	89-00
Spider, Phase (2)	—	68-80	65	—
Thought Eater (2)	—	81-82	66	—
Water Weirds (1)	—	—	67-00	—
Wind Walkers (2)	98-00	—	—	—
Xorn (2)	—	83-00	—	—

*See *DMG*, Page 181

** Elementals are in the following proportions:
8 Hit Dice 1-25
12 Hit Dice 26-50
16 Hit Dice 51-98
20 Hit Dice 99 (see *Monster Manual*— Elementals)
24 Hit Dice (bosses) 00 (see, *Monster Manual*— Elementals)
Bosses would never be alone but would have a court of from 2-5 16 or 20 Hit Dice intelligent minions.

Human Travelers in excess of one are usually being taken along by the strongest character. The strongest character will usually be at least 12th level and often 18th level and above. Those being taken along are usually between 6th and 12th level.

Monsters with Intelligence of 4 or below cannot react to alignment. In fact, alignment is often not a factor at all. Monsters of less than low Intelligence are motivated by hunger, greed, apparent strength of a character (party), fear, kindness, malice and sometimes sport. Add the appropriate percentages from Chart C to obtain the chance of hostile action. If the resulting number (or lower) is not generated, assume neutrality, avoidance or perhaps even aid. Remember to add 35% to the number if the traveler (party) is passing through the plane of the monster via the Ether.

Chart C

Monster's Alignment	Appearance of the Party Poor	Wealthy	Weak	Powerful	Few	Many	The Monster is: Hungry	Satiated
Lawful Neutral	01%	12%	05%	01%	18%	01%	14%	01%
Pure Neutral	02	15	04	01	17	01	17	01
Chaotic Neutral	04	20	09	02	20	02	20	02
Lawful Evil	08	30	25	07	23	07	18	05
Evil Neutral	10	33	30	10	28	08	21	07
Chaotic Evil	12	40	35	12	32	09	24	09
any Good	01	02	02	01	03	02	04	00

Example: A party of four ("few"), while all armored, do not appear so (cloaked, wearing protection devices, etc.), and they appear poor (no open signs of wealth). They encounter a Neutral monster of Intelligence 4 or lower who is hungry. The chance of hostility is calculated as follows: 02% (look poor) + 04% (look weak) + 17% (few in number) + 17% (the monster is hungry) for a total of 40%.

These numbers may be altered in any way the DM sees fit; they are only a guide. Since the monster is basically stupid (if not non-intelligent), food, treasure (if it values treasure) and kindness could affect the encounter in some situations.

The basics of travel in the Ethereal Plane, the Elemental Planes and the Positive and Negative Material Planes are now defined. Particulars of ethereal travel and other topics will now be touched upon. These are:

1. Visibility within and between planes.
2. The abilities to judge speed, direction and distance while traveling in another plane.
3. Spell effects within a plane and across planes.
4. Magic items that are altered/unaltered on another plane.
5. Magic items usable across plane lines.
6. The appearance of the Inner Planes.
7. How is space travel accomplished?

Visibility and the Inner Planes

A creature in the Ethereal Plane is somewhat visible on the Prime Material. Use the Detection of Invisibility chart in the *DMG* (page 60). Monsters that can see into the ether will observe those traveling in their vicinity at the following percentages (the monster is assumed to be alert): cockatrices 40%, basilisks 50%, gorgons 60% and medusae 70%. The fact that these monsters observe a figure does not mean they will try to petrify the traveler. After all, such monsters can't eat statues; their touch, glance and breath are purposeful attacks, not automatic attacks. However, they will always use their petrification weapon versus a hostile opponent.

A creature stationary in the Ethereal Plane is fully visible on the Positive Material, the Negative Material or the Elemental Planes he/she/it is close to. Light is not a factor in this observation. Mobile observers will be discussed hereafter. A mobile traveler is 20% more likely to be observed so add that percentage to the percentages given in the chart below. Infravision or ultravision do not affect the ability to see (sense) the traveler.

Chart D

	Immobile Observer located on:						
			The Elemental Plane of:				
Range in Feet	Positive Material	Negative Material	Air	Fire	Water	Earth	The Ethereal Plane
0-1320	99%	90%	95%	85%	80%	85%	100%
1321-2640	96	70	90	60	60	60	80
2641-5280	88	50	80	35	30	35	45
5281-10560	75	30	70	10	10	10	20
10561-26400	60	10	50	5	3	4	10
264&-52800	30	3	20	2	1	2	1
52801 or more	2	.5	1	0	0	0	0

A creature who is invisible and on the Prime Material is visible from the Ethereal Plane as well as from the Positive and Negative Material Planes. There is a chance the creature might be seen from the Elemental Planes as well. Thus, invisibility can still attract the notice of monsters on those planes.

The following chart (E) is to be used in conjunction with the range chart (D). The time the figure has remained invisible is cross-referenced to the Plane of the immobile observer. The result is multiplied by the percentage chance from Chart D.

Chart E

Time Invisible on Prime Material	"To see" modifiers for Plane of the Immobile Observer					
	Ethereal	Positive	Negative	Air	Fire or Water	Earth
Under 5 minutes	.1	.1	.05	.07	.08	.04
5-20 minutes	.3	.2	.1	.15	.12	.1
21-60 minutes	.6	.4	.3	.3	.25	.2
61- 180 minutes	.95	.7	.5	.6	.5	.4
18 1-480 minutes	.99	.9	.7	.8	.7	.6
more than 8 hours	1.0	.99	.85	.9	.8	.7

Example: A figure puts on a Ring of Invisibility. A Xorn happens to be 2000 feet away on the Elemental Plane of Earth. A human ethereal traveler is 7000 feet away from the same figure. From the first chart, the Xorn has a 60% chance to see the figure and the human ethereal traveler has a 20% chance. Since the figure is invisible, however, the following chart modifies that percentage. For the first five minutes the multiplier for the Xorn is .04, for the human .1, the Xorn now has a .04(60) = 2.4% chance to see the figure, and the human has a. 1(20) = 2% chance. As time passes, the chance for detection increases. At 61 minutes the Xorn multiplier is .4 and the human .95 so the Xorn will see the figure .4(60) = 24% and the human .95(20) = 19%. If a fractional percentage occurs, round the number to the nearest one-tenth. Generation of such a number is via three different-colored ten-sided dice.

Once the observer begins to move, however, all percentages rapidly change. Since movement is so rapid, the surroundings tend to blur. They blur so rapidly that a moving figure can almost never see another traveler in another Plane. Thus if a Ki-Rin were flying in the Elemental Plane of Air, he would likely miss an invisible figure on the Prime Material, or even an Ethereal creature for that matter.

The size of the object being observed also plays a part when observation by a mobile figure is considered. Light is not a factor.

Multiply the percent chance given in the following chart (F) by the size factor given. The result is the chance to see the object. Chances below one tenth of one percent are considered as impossible-to-see situations.

Example: The ethereal traveler selects a speed of 20 miles per hour (1760 feet/minute). His observation percent from Chart F is 50%. That 50% is for huge objects only. If he passed by a Halfling he would multiply by the factor (from Chart F-1) for that size of object, in this case .01, so that .01(50) = .5% chance to see the Halfling as he passed by it.

There is no doubt that this is complex, but ethereal travel is rare and the calculations are easy once you become familiar with them.

Chart F

	The chance to see a Huge Object (A Mountain Range, for example) while moving within the:					
	Ethereal	Positive	Negative	Elemental Plane Of:		
Speed of Observer	Plane	Material	Material	Air	Fire or Water	Earth
less than 100 feet/min.	100%	100%	98%	99%	96%	95%
101-270 feet/minute	90	85	80	88	84	82
271-720 feet/minute	70	55	44	66	60	56
72 1-2640 feet/minute	50	10	1	33	24	17
2641-5280 feet/minute	30	2	.3	22	12	7
5281-10560 feet/minute	20	1	0	11	1	.3
10561 feet/minute or faster	10	0	0	5	0	0

Chart F-1
Modifiers for smaller-sized objects

Size of Object Being Observed	Modifier
Coin, A Star in the Heavens, A gem, A Book Text	A moving figure cannot see
Canary, Giant Centipede	.0005
Domestic Cat, Hand Ax, Dagger	.002
Halfling, Kobold, Long Sword, Battle Ax	.01
Dwarf, Gnome, Elf, Half-elf	.02
Human, Orc, Gnoll	.03
Hill Giant, Gorgon	.05
Cloud Giant, Dragon (30' long)	.1
Small Building (40×40×20)	.2
Castle (small), a band of 40 men	.4
Castle (large), a band of 100 men	. 5
A Town, a hill, a small forest, a small lake	.65
A city, mountain, forest, lake	.80
An ocean coastline, a mountain range	1.0
(Extrapolate for objects not specifically mentioned)	

The Ability to Judge Speed, Direction and Distance on the Inner Planes

Speed and distance are distorted on the Inner Planes because conventional points of reference are not present or because they are blurred (see foregoing). Direction is distorted the least, as long as the figure took a good heading when he/she/it began the trip, i.e. knew the destination exactly with reference to the starting point. When a figure comes to a complete stop he/she/it can gain a point(s) of reference on the Prime Material (assuming one is present). The stars are like a "coin" for observation purposes across plane lines; i.e., they cannot be seen. Reading information across plane lines is also impossible, so that a sign or an open book could not be read (unless the individual symbols were over two real inches in height). Fixing upon a point of reference takes 1-20 minutes. If the traveler is off course this time might go up by another 3-18 or more minutes.

Chart G
The Chances of Distortion

Movement Speed	Distance Distortion	Speed Distortion
Less than 100 ft/min.	+/- 5%, 50% of the time	+/-20%, 40% of the time
101-270 ft/min.	+/- 15%, 60% of the time	+/-30%, 50% of the time
271-720 ft/min.	+/-30%, 70% of the time	+/-40%, 65% of the time
721-2640 ft/min.	+/-50%, 80% of the time	+/-50%, 80% of the time
2641-5280 ft/min.	+/-70%, 90% of the time	+/-60%, 95% of the time
5281-10560 ft/min.	+/-80%, 90% of the time	+/-70%, 95% of the time
faster than 10561 ft/min.	+/-90%, 90% of the time	+/-80%, 95% of the time

The "+/-." is a maximum fluctuation. Roll dice over the range for the actual percentage. That is, if the range is +/-30%, that is a 60 point range. Use d6 to obtain the fluctuation: 1=+30%, 2=+20%, 3= + 10%,4= — 10%, 5= -20% and 6= -30%. More refined percentages are not necessary.

Example: A figure decided to travel due north for 100 miles at a speed of 5280 feet/minute at the ethereal interface between earth and air. There is a 90% chance of distance distortion and a 95% chance of speed distortion. If he rolls 71 and 66, then both distortions come into play. The magnitude is measured and – 10% and +20% are obtained. Thus, actual distance is 100 miles minus. 1 (100), or 90 miles, at a speed of 5280 + .2(5280) = 6336 feet/minute. This result will assume that our traveler makes no stops for observation and that he/she/it could see no major point of reference during travel (due to blurring: see foregoing). To the traveler it seems like 100 miles at 60 miles/hour! As a further example, if the traveler had traveled "long," let's say plus 20% for a distance of 120 miles, he/she/it could have traveled right out over an ocean and never know it until he stopped.

You might say to yourself that no one in their right mind would risk such errors to travel this way if distortion is so very likely. (Note that distortion is just as likely if the character plays "cute" and says he/she takes only a few steps.) However, as a figure makes more trips his/her/its chance to experience distortion decreases.

For every full trip, that is, entrance and exit from the Inner Planes, the figure will experience these changes in distortion:

1. The likelihood of a distortion decreases by 2% per full trip until the chance of error is only 2%.
2. The magnitude of distortion decreases by 2% per full trip until the maximum distortion is only 1%.

Thus, if a figure who has made 30 ethereal voyages attempts speed of 2000 feet/minute, his chance of distance distortion is 80 – (2(30)) = 20%, for speed distortion 80 – (2(30)) = 20%. If distortion does occur it will be only 1%, since 50% – 2(30) = – 10 but the minimum distortion is stated as 1%.

Players who frivolously test travel to reduce distortion are tempting the ether cyclone, as well as random monsters. Trips must be a reasonable distance and not just a few feet. At least 1 mile must be covered to be credited as a trip. Almost anything encountered in the Inner Planes should be considered as an experienced traveler (90% chance). Deities, Devils, Demons, Bahamut, Tiamat, Ki-Rin, Djinni, Efreet and Elementals never make any errors and experience no distortions.

Travel on the remaining Inner Planes is just as likely to produce distortions.

Spell Effects Within a Plane

The Dungeon Master may want to figure this one out for him/-herself. One method of dealing with spells cast within the Inner Planes is supplied here for your consideration.

Spells are of different types (see any individual spell in the *PHB):* Conjurations or Summonings, Enchantments or Charms, Alterations of Matter, Alterations of Energy (I have split up "Alterations" into these two categories), Necromancy, Abjurations, Evocations and Invocations, and Illusions or Phantasms. Depending upon the type of spell being used (or the spell-like function in a magic item) it will be enhanced, reduced, or remain unchanged when employed on an Inner Plane.

Chart H
Changes in function of spells on the Inner Planes

Spell Type	Air	Water	Fire	Earth	Positive	Negative	Ethereal
Conjuration or Summons from the given Plane	Enhanced	Enhanced	Enhanced	Enhanced	Good Enhanced	Evil Enhanced	Enhanced
Conjurations or Summons from another Plane	Reduced	Reduced	Reduced	Reduced	Evil Reduced Backfire 65%	Good Reduced Backfire 80%	Failure 70%
Enchantments on those of the given Plane	Failure 75%	Failure 75%	Failure 75%	Failure 75%	Failure 95%	Failure 95%	Failure 60%

Chart H
Changes in function of spells on the Inner Planes

Spell Type	Air	Water	Fire	Earth	Positive	Negative	Ethereal
Enchantments on all others	Backfire 30%	Backfire 20%	Backfire 40%	Backfire 30%	Failure 25%	Failure 35%	Failure 30%
Alterations of Matter	Enhanced	Reduced	Reduced	Reduced	Backfire 70% 6d6	Backfire 40% 3d12	Backfire 45% 6d8
Alterations of Energy	No Change	No Change	No Change	No Change	Good Enhanced Evil Failure 90%	Evil Enhanced Good Failure 90%	Enhanced
Necromancy	No Change	No Change	No Change	No Change	Cure Double Cause Failure 30%	Cause Double Cure Failure 30%	Backfire 35%
Abjuration	Duration half	Duration half	Duration half	Duration half	Failure 30%	Failure 30%	Reduced
Evocations:							
of Gases	Enhanced	Failure	Backfire 90%	Failure	No Change	No Change	Backfire 30%
of Lightning	Enhanced	Enhanced	Failure	Failure	Enhanced	Reduced	Backfire 70%
of Fire	Reduced	Failure	Enhanced	No Change	Enhanced	Reduced	Backfire 40%
of Cold	No Change	Reduced	Failure	Reduced	Reduced	Enhanced	Backfire 10%
of all others	No Change	No Change	No Change	No Change	No Change	No Change	No Change
Illusions	Reduced	Failure 80%	Failure 40%	Failure 60%	Failure	Failure	Failure

Key

Reduced
This spell is somehow less effective on the given Plane. A 25% or 50% reduction is suggested in Range, Area of Effect or Duration. Hit Dice of damage is not affected. The reduction can be static (e.g., always a 50% range reduction) or variable, but only one parameter should change per spell. The DM will decide, or dice for, the reduction.

Enhanced
This spell is somehow more effective on the given Plane. A 25% or 50% increase in Range, Area of Effect or Duration is suggested. See foregoing.

Backfire
The spell is reversed to some major degree if the percent chance given is generated. The DM must decide on the particulars of the malfunction. If the percent chance is not generated the spell functions normally. Some Backfiring spells do automatic damage to the spell caster. If that might occur, a quantity and size of dice are given (e.g., 3d6 would be three six-sided dice of automatic damage).

Good or Evil
On occasion the alignment of the caster will cause a reduction, an enhancement or a backfire. If such is the case, the alignment (Good or Evil) will precede the result.

Cure or Cause
Cure applies to all spells that revive or revivify except those dealing with poisons. Cause applies to the reverse of Cure spells. The curing or damage potential might double or a chance of utter failure might occur.

No Change
The spell functions normally, just as it would on the Prime Material.

Failure
The spell fails utterly. If a percent chance for failure is given and it is not generated, the spell functions normally.

Spells cast on the Inner Planes as well as on the Prime Material might cause holes to open between Planes. These can be called Rifts, Doors or Warps. They are most likely to occur when too many spells of the same or similar types are cast in too small an area. This is especially true of relatively permanent spells like Continual Light/ Darkness, any Symbol, any Glyph of Warding, Explosive Runes, Guards and Wards, Invisible Objects, Wizard Locks, Leomund's Traps, Fire Traps, Snares, etc. When such a rule is used it cuts down on the defensive magical traps in any small area, whether they are created by a non-player character or a player character.

Chart I

Permanent Spell Density Spells per 100,000 sq. ft.*	Chance of a: Rift	Door	Warp
1 or 2	0	0	0
3	2%	0	0
4	5%	0	0
5	9%	3%	0
6	14%	7%	4%
7	20%	12%	9%
8	27%	18%	13%
9	35%	25%	19%
10	44%	33%	26%
11	54%	42%	34%
12	65%	52%	43%
13	77%	63%	53%
14	90%	75%	64%
15 or more	99%	88%	76%

*100,000 square feet measured so that each side of the measured area is at least 200 feet in length.

The percent chance given is per day per type of "holes." Thus, if seven spells of a permanent nature were placed in a large temple measuring 200 x 500 feet on its ground floor (note: Multiple levels of such a temple are calculated separately), there would be a 20%, 12% and 9% chance of each type of a "hole." Three separate rolls would be made for 20%, 12% and 9%. The first to occur (if any) would cause the remaining roll(s) to be cancelled for that day.

The duration of each "hole" would be from 1-20 rounds per spell within the 100,000 square feet. Thus, in the example above, if a 20 or less were rolled in the Rift category a Rift would appear. It would last for from 7 to 140 rounds, then disappear. On the next day all three types of "holes" would be checked again.

A Rift would allow ethereal creatures or those from the Positive or Negative Planes to step through voluntarily to the Prime Material. Elemental creatures must be in one of those planes to step through. In like manner, a person on the Prime Material might step through into the Ethereal Plane or the Positive or Negative Material Planes. The Rifts are absolutely invisible from the Prime Material. Anything stepping through has a 60% chance to instantly negate the Rift and close it tight. Naturally the Rift might again open in 24 hours. but it might be located elsewhere within the 100,000 square feet. Rifts are slightly visible from the Inner Planes (use the chart on page 60 of the *DMG* as if observers were 2 levels higher and had 2 more points of intelligence.).

A Door is a more serious Rift. Anything approaching a Door (within 100 feet) has a chance to be sucked into the other plane. A saving throw versus magic applies. Monsters sucked into the Prime Material are more likely to be hostile. A Door might open to an Elemental Plane. Passing through a Door will instantly close it 50% of the time.

A Warp requires anything passing within 200 feet of the Warp to

make a saving throw at -3 to avoid being spit out into the other Plane. 10% of all Warps allow for no saving throw and objects up to 27,000,000 cubic feet (300 feet on a side) can be sucked into the other plane. Small buildings could easily vanish. Note that the object must be moved as a whole, so that if an object were too large it would be immune to being sucked through in part. Roll 3d% and cube the result for the volume of material that can be sucked through by these one-in-ten Warps. A Warp is so serious that if one opens, a figure from the Astral Plane or an Outer Plane might come to close it (80% chance!). Warps into the Positive are likely to draw Ki-Rin. Titans. Couatls, Angels, and other Good beings. Warps into the Negative are likely to draw Demons; Devils, Vampires, Nightmares, Night-hags, Ghosts, Liches and other Evil beings. Beings so summoned are never friendly to the person who caused the Warp to occur. Passing through a Warp will instantly close it 40% of the time.

Magic Items that Might be Altered on the Inner Planes

Items that produce spell-like effects operate like the spells already given; i.e., a Fireball from a Wand of Fire would be an Evocation. Given on the following chart is the chance of the item failing, backfiring, being enhanced, being reduced, etc., depending upon the Plane it is being used on.

Chart J
Changes in the function of magic items on the Inner Planes

Item or class of items	Air	Water	Fire	Earth	Positive	Negative	Ethereal
Potions (Duration):	+50%	-50%	-25%	No Change	No Change	No Change	-50%
Fire Resistance	No Change	No Change	Failure	No Change	No Change	No Change	No Change
Undead Control	No Change	No Change	No Change	No Change	Enhanced	Backfire 6d6	Reduced
Heal, X-Heal	No Change	No Change	No Change	No change	Doubled	Halved	No Change
Protection scrolls	Fail 90%	Fail 70%	Fail 80%	Fail 70%	Fail 20%	Fail 95%	Fail 65%
Rings							
Djinni	25% summon a Noble	Fail 100%	Fail 100%	Fail 90%	10% Summon a Noble	Backfire 70% 3d12	No change
Elemental Control	Backfire 85% 3d8	Backfire 90% 4d6	Backfire 70% 5d4	Backfire 50% 2d20	Fail 100%	Fail 100%	No change
Fire Resistance	No Change	No Change	Failure	No Change	No Change	No Change	No Change
Free Action	Enhanced	Enhanced	Fail 70%	Fail 90%	Fail 100%	Fail 85%	No Change
Wish	No Change	No Change	No Change	No Change	Enhanced for Good, Backfire Evil 90%	Enhanced for Evil, Backfire Good 90%	No Change
Protection	- 1	- 1	- 1	- 1	+ l	- 2	No Change
Regeneration	No Change	No Change	No Change	No Change	50% faster	50% slower	No Change
Shooting Stars	Backfire 20% 3d6	Fail 95% 3d8	Enhanced	Backfire 10% 2d6	Reduced	Enhanced	No Change
Spell Turning	No Change	No Change	No Change	No Change	Fail 100%	No Change	Backfire 70% 2d8
Telekinesis	Fail 100%	Fail 100%	Fail 100%	Fail 100%	Reduced	Reduced	Reduced
X-Ray	Fail 100%	Fail 100%	Fail 100%	Fail 100%	Backfire 100% 2d20	Backfire 100% 2d20	Fail 100%
Rod of Lordly Might	- 1	- 1	- 1	- 1	No Change	No Change	- 1
Rod of Resurrection	Fail 40%	Fail 40%	Fail 40%	Fail 40%	+10%	-20%	NL Change
Staff of Striking	- 1	- 1	- 1	- 1	No Change	No Change	- 1
Staff of Withering	No Change	No Change	No Change	No Change	Fail 75%	Double Effects	No Change
Detection Wands	Fail 35%	Fail 45%	Fail 40%	Fail 30%	Fail 90%	Fail 90%	Fail 60%
Books, Manuals, etc.	Fail 80%	Fail 85%	Fail 90%	Fail 95%	Enhanced	Reduced	Fail 40%
Armor	- 1	- 1	- 1	- 1	No Change	No Change	- 1
Weapons	- 1	- 1	- 1	- 1	No Change	No Change	- 1
Sword, Flame	- 1	- 2	- 1	+ l		+ l	No Change
Sword, Nine Lives	No Change	No Change	No Change	No Change	+ 1	+2	No Change
Sword, Frost	No Change	+ l	- 2	- 1	+ l	- 1	No Change
Sword, Defender	- 2	- 2	- 2	- 2	+2	- 2	- 2
Sword, Holy Avenger	No Change	No Change	No Change	No Change	+3	- 3	No Change
Sword, Life Stealer	No Change	No Change	No Change	No Change	- 2	+2	No Change
Sword, Vorpal	- 1	- 1	- 1	- 1	- 2	+2	No Change
Sword, Cursed	- 1	- 1	- 1	- 1	+ l	- 1	No Change

Note: Weapons only + 1 to hit and damage can become effectively "non-magical" on the Inner Planes if they are -1. Weapons +2 can also be wiped out in the same manner. Additional plusses add on to the plus the weapon already has on the Prime Material. Any specifically named sword is altered per its individual listing only and is not cumulative with "weapons" in general.

Arrow, Slaying	Fail 90%	Fail 90%	Fail 90%	Fail 90%	Fail 100%	Fail 100%	Fail 75%

Items that Extend Across Plane Lines

Only magical weapons can extend across plane lines. A +3 weapon is needed to extend into the Ethereal Plane. A +2 Good weapon will reach into the Positive Material, as will a +3 unaligned weapon or a +4 Evil weapon. A +2 Evil weapon will reach into the Negative, as will a +3 unaligned weapon or a +4 Good weapon. A +4 weapon, regardless of alignment, is needed to reach into the Elemental Planes.

Strength bonuses to hit and damage do not apply, nor does the weapon's basic damage range. Thus, if a creature on the Prime Material tried to hit a Ghost on the Ethereal Plane with a +3 weapon he/she/it might succeed but only 3 points of damage would be

scored to the Ghost regardless of the creature's strength or the weapon's damage range.

Special weapons do not operate across plane lines for the purposes of powers or abilities. Thus, a +3 sword could not Detect Magic in the Ethereal. A Sword of Sharpness could not sever a limb of a Groaning Spirit in the Ethereal Plane.

What do the Planes Look Like?

Elemental Plane of Earth: Soils are translucent, though they may be differently colored. Rock and mineral formations are solid (cannot be seen through or passed through) if they are over one cubic foot in volume. Pebbles and the like can be passed through and seen through. Large rock formations might require *Passwall* or *Phase Door* spells. Either spell would produce much longer tunnels on the Elemental Plane of Earth than on the Prime Material.

Elemental Plane of Water: This is fairly obvious, but you might wish to allow daylight from "above" to be a factor in visibility. Ethereal "fish" and other life might exist in this plane. Such living things could be harmful, helpful or innocuous.

Elemental Plane of Fire: While on the Plane, heat will not harm a traveler. Fireballs, Produce Fire, etc. are useless. The Plane includes lava as well as the hot rock surrounding the lava and the caverns and spaces in the area. All can be passed into and seen into fairly easily. Lava flows might be sentient, and limited psionics might be inherent in especially large, hot flows.

Elemental Plane of Air: Clouds have substance to them for the sake of visibility, though most can be passed through just as on the Prime Material. However, clouds housing Djinni, Cloud or Storm Giants, Ki-Rin, some Dragons, etc. are as solid as stone. These clouds, almost always crowned by castles, can be made invisible from the Prime Material so that they can float over a town and not be seen at all. They can be passed through as if they were normal clouds if the owner of the castle so wills it. Some large cloud islands might contain vast dungeons.

Ethereal Plane: A gray, vaguely cloudy area. Mists are the rule and fogs are common. The ether itself has no landmarks whatsoever within it. Visibility into other planes is limited (see foregoing) even for an immobile observer. Visibility is poor in the sense that everything seen is at a "soft focus." This prevents too much action of a detailed nature when observing. The other senses, touch, taste, hearing and smell, do not cross plane lines.

Positive Material Plane: The area is full of light. Bright crystals (they are not gems) abound. The ground is crystalline, either transparent or translucent with some few crystals being opaque. All crystals are pastel in color, white or clear. A few (3%) will cast or hold *Light* spells if brought back to the Prime Material. These crystals appear no different than the others. If they are taken to the Negative Material Plane they will instantly explode for 8d8 points of damage in a 20-foot radius.

The Positive is the powerhouse for good. Evil figures are almost never there (less than .5% chance). Undead cannot enter. There are landmarks of crystal (hills and mountains), but they are very hard to navigate by. At a distance of over one mile, tricks of color change come into play so the landmarks might be mistaken for some nearby hill or mountain. Flying over them makes navigation virtually impossible.

Some crystals are actually alive and are capable of movement via *Dimension Door* or *Levitation.* Such creatures have very high armor classes (-2 to -8) and are all highly intelligent (17 to 19). They can cast some spells, including the *Sunburst* described in the *Wand of Illumination.* All are of Good alignments. They vary from 7 to 24 Hit Dice. Their purpose in being is unclear but it somehow has to deal with maintaining the powerhouse and fostering Good.

Eddies and Whirlwinds might appear at the place where the plane is powering a Good spell or a *Continual/Light, Dancing Lights, Light* spell, etc. Such eddies can act as Rifts and can draw a figure through (7% chance) if one were to step into the eddy. Otherwise, if a Rift does not open, the figure must make a saving throw. Failure will deal out 2d6 points of damage.

Viewing things on the Prime Material is possible but very difficult. Unless the viewed area is very bright (sunlight, full daylight, *Continual Light* or a *Light* spell) the light from the Positive Plane will totally mask sight into the Prime.

Viewing into the Negative or Elemental Planes is impossible.

The Negative Material Plane: The area is quite dark but visibility is still reasonable. Dull reds, blues, violets and purples color the sky and blend in swirls of color that change and shift constantly. The Negative abounds in black polished crystals such as coal and obsidian. Marble-like rock as well as some forms of quartz are also common. Veins of gold sometimes can be found.

Undead can access this plane easily, though they are still primarily tied to the Prime Material. Undead are immune to silver weapons on the Negative but magic weapons will hit them. Some undead can cross over fully to the Negative without penalty (Ghosts and Liches) while others who have crossed over (Vampires, Spectres, Shadows and Wraiths—no Wights) are seeking a way back to dual identity. The way back, for these latter undead, is to touch a living creature. Undead cannot drain anything from a living figure on the Negative Plane with them, but if they can cast spells or have other powers they can employ them here, as limited by the plane itself. All Undead fully on the Negative Material regenerate just as a Vampire does, so they do have some advantage by being here.

There are creatures of the Negative Material Plane. Some are rock-like, similar to the crystalline forms of the Positive Material Plane. Demons and Devils can sometimes be found on the Negative serving some powerful Vampire or Lich. Cities and castles of pure evil exist here.

Space Travel

Space travel is possible via the ether. The ether extends between bodies in the solar system and from solar system to solar system. Once out of the boundaries of the atmosphere (the Exosphere probably extends to an altitude of 1000 miles—the Positive and Negative Material Planes as well as the Elemental Planes of Air end at that point), the "fogs" begin to clear and the stars can be clearly seen— as well as passed through via the ether. Movement becomes very rapid and acceleration to a speed beyond the planetary limit of 8800 feet/minute is easy. Speeds allowed are as follows:

Within a Solar System (i.e. within about four billion miles of the sun) a speed of 186,000 miles per minute can be achieved.

Beyond the Solar System a speed of 1,860,000 miles per second is possible! (Note: For those into Star Trek, 1.86 × 106 miles/second is Warp Factor Two.)

While that sounds very fast consider a trip to a star 4.4 light years away. This is a distance of 4.4(365(24(60(60(186,000))))) = 25,809,062,400,000 miles or 2.581×10^{13}. Speed is 1.85×10^6 miles per second for the trip, which puts travel time at $\frac{2.581 \times 10^{13}}{1.86 \times 10^6}$ $= 1.388 \times 10^7$ seconds or 160.64 days.

There is a chance of angular distortion on the magnitude of .01° to a full 1° in such a trip. .01° on this particular trip would be 4.50 × 109 miles!

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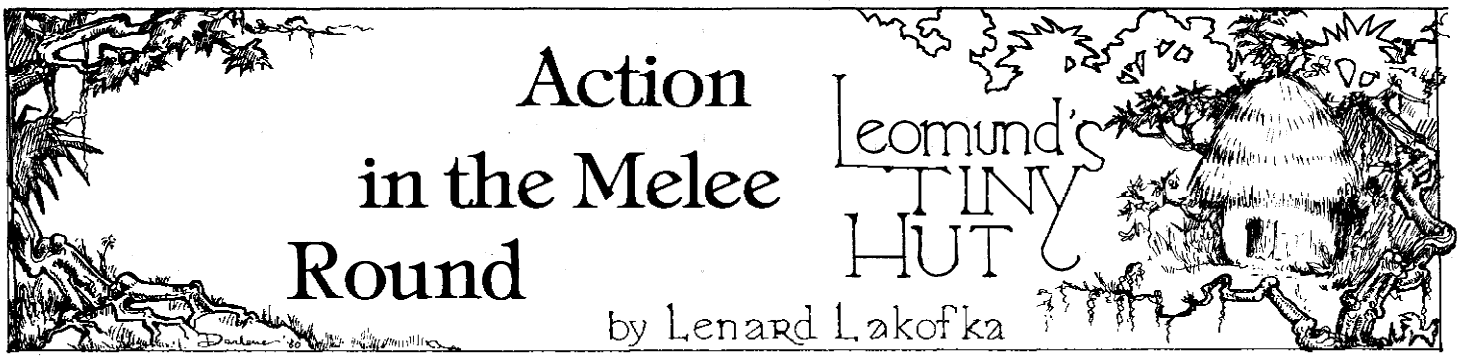


Action in the Melee Round

by Lenard Lakofka

Melee is a source of controversy in *AD&D.* It can very easily be shown that a figure with selected magic items and weapons can perform 10 separate actions in a melee round. This "reality," however, does not fit within the context of the rules of AD&D. "Reality" will allow some characters to perform too many actions while others, usually those without magic devices, will be limited to one action per round.

The following melee system is still in the "playtest" stage. I have been using it to answer the question, "How many actions can be performed in a melee round?"

The number of actions that can be performed during one melee round are limited to three (3). (There are a few exceptions: High-level monks are allowed four (4) open hand attacks per melee round; a pummeling attack might include more than three (3) attacks in one round; a person under the effect of a *Haste* spell or a *Potion of Speed* is allowed double the normal physical attacks in a melee round; and so forth.)

In the vast majority of cases, actions are limited to these three types:

1. Physical action (including moving)
2. Spell action
3. Device action

Rule 1. Only one spell can be cast in a melee round. Haste will not alter this rule. Some rare magical device might allow for multiple spells per round if and only if the DM accepts such an item and places it in his/her game.

Rule 2. The character is limited to a certain number of purposeful attacks in a melee round. If he/she/it is allowed only one attack, then only one can occur. If he/she/it is allowed three attacks every two rounds then one attack plus the chance for one more would occur. A character cannot perform more attacks than he/she/it is entitled to *(Haste* would be taken into account). Thus, a Magic-User with only one attack allowed in a melee round could fire a Wand of Fire (for a Fire Ball), but then no offensive spell could be cast by him/her in that same melee round. In like manner, the Magic-User could not then move and attack with a dagger in the same melee round.

Rule 3. A figure who casts *Teleport, Dimension Door, Wind Walk,* etc. cannot cast an offensive spell nor use a device to attack in that same melee round. That includes such striking weapons as the Staff of the *Magi* or a Staff of Striking, but not a magical or non-magical weapon like a dagger, mace or sword. However, such a figure might instigate a physical attack by an opponent with weapon, claw or fang, and would certainly be allowed a chance to physically defend himself.

What constitutes an offensive spell or an attack from a device? Obviously, a *Fire Ball* is an attack; so is a *Magic Missile* (Note: If fired from a wand, two missile discharges are allowed per attack because of the nature of that particular wand.). But what of a *Wall of Ice* or *Darkness* 15' *Radius?* If a spell inhibits a figure directly *(Hold Person, Charm Person, Paralyzation, Stinking Cloud, Darkness 15' Radius,* Slow, etc.) it is an attack. If a spell has the potential to damage, even if the spell is not being used to damage, it is considered an attack *(Burning* Hands to light a torch, *Wall of Ice* to close a passage, *Explosive Runes* to trap a book, *Glyph of Warding* to protect a door, *Flame Arrow, Fire Shield, Polymorph Other, Enlarge* a sword so it will do more damage, etc.). Spell-like functions from devices fall in these same categories.

Rule 4. A figure can use a device with a spell or even use two devices as long as only one potential attack is involved. Thus, a held sword could be commanded to *Detect Magic* and a *Figurine of Wondrous Power* could be ordered to attack someone in the same melee round. A figure could cast *Protection from Evil* and then jump into a well using a *Ring of Feather Falling.* A figure could cast *Invisibility* on a party member and then put on a *Ring of Invisibility* him/herself.

Rule 5. A figure can never purposefully use three devices, or two devices and one spell, in the same melee round. Thus, if a lone figure were on a *Flying Carpet* he/she could cast a Fire Ball, but if a *Ring of Invisibility* were then put on, it would not function immediately since the lone figure had used a spell and a device (the carpet) already in that round. However, if a Manticore attacked in the same round and knocked the Magic-User off the carpet, an already worn *Ring of Feather Falling* would work, since the Magic-User had no purposeful intent to activate the device. The Magic-User would get quite a surprise if he/she purposefully tried to jump off the carpet in the same round he/she fired the *Fire Ball* for then the Ring would not function.

Magic weapons and armor do not count in this discussion of devices when the weapon is used to strike. If a weapon has a power or an ability then it does count. Example: A fighter has a sword with a Fly ability. He has a *Horn of Valhalla* and a *Wand of Enemy Detection.* If he is in the air and blows the horn, he will find that if he also tries to activate the wand, the wand would not function in that round. If he is in the air and activates the wand, the horn will not function in that round. If he uses the horn and then activates the wand, the sword will not let him fly in that round.

Devices are considered to be activated on the round they are obtained or put on, with the exception of Rings of Protection, Cloaks of Protection, Magic Armor and Magic Weapons (unless the weapon has some power or ability that also comes into play when drawn, like a *Holy Defender Sword).* Thus, putting on a *Ring of Invisibility, Ring of Feather Falling, Ring of Fire Resistance, et. al.,* would count as a device action in that round even if the ring did not provide a use in that round. Removing an item is considered deactivation of a device and does count as a device action.

Rule 6. If a figure moves before or after some action in the melee round, that movement is counted as one of the three actions allowed in the round. Movement of less than ten (10) feet total can be taken in two stages in the same round and will count as only one physical action. Thus, a figure can step into a doorway, discharge a missile/device/spell and then step back behind the wall, and only one physical action would be charged for the movement. If the figure had to step into a wide corridor, however, more than ten feet would be traveled and two physical actions would be counted. Note that popping up from behind a rock, peeking around a door, and similar actions (without actually traveling) count as movement by this rule but the figure could duck back down behind the rock or move back around the door without having that count as a separate physical action. Exception: If the figure is damaged in mid-move or enspelled in any way, then the first half of the move is considered one full physical action in the round.

If a figure uses his/her full attack potential (killing an opponent or rendering it helpless), then he/she cannot instigate any more attacks in that round. Thus, if a figure kills an opponent in segment one of a round he/she may still elect to move in the balance of the round but he/she could not grapple, overbear, pummel or attack someone/something later in that round. The moving figure could be attacked by someone else, of course.

Rule 7. If a figure is allowed to fire multiple missiles in a melee round (arrows, darts or whatever), he/she is allowed no more than ten feet of movement during a round in which he/she fires all of those millies. Example: A Fighter can fire two arrows or three darts per round. If he fires them all he can move no further than ten feet. If arrows are used, the ten feet can be split if and only if the split move is taken before the first shot and after the second shot. If darts are used, splitting the ten-foot movement allowance is forbidden.

Rule 8. A figure who has multiple missile capacity but does not discharge all of his/her missiles is only allowed a weapon blow if he/she is entitled to at least three blows every two rounds. Thus, a fighter (or any other class) cannot fire an arrow/crossbow/dart/sling and then attack with a weapon if he/she is allowed only one attack per round. A charging character, however, can throw a spear, ax, throwing dagger or javelin and still get a normal blow under certain circumstances. (Note: Most daggers are not balanced for throwing (only 15% are) and a character must be trained to throw a dagger. Thus, a first- to fifth-level Magic-User cannot throw a dagger at all. He/she must learn to wield the dagger as a hand-held weapon first, no matter how much the Magic-User will argue to the contrary!)

The thrower must launch the missile at the beginning of his/her charge with no penalty "to hit" (first to fourth segments). If the thrower is in motion when the missile is launched, consider the weapon - 1 "to hit." The launching takes one full segment of movement potential in all cases, even if the launcher is mounted. If the charging figure has some segments of movement left after the charge is over, he/she/it can use a weapon if he/she/it can roll a number equal to or less than the number of segments remaining on d8. Those who attack with claw and/or fang use d6. Example: A Fighter charges with a spear. He launches it in segment two. He travels for three more segments to reach his opponent. There are five segments left. If he rolls 1-5 on d8 he may attack; 6-8, he may not. This rules applies to pummeling, overbearing and grappling as well.

Rule 9. A figure is allowed to defend his/her person with a weapon if the attack is brought to the figure and if the figure's three-action-per-round limit has not been exceeded. Thus, a Fighter launches an arrow in segment number two. In segment number five an orc arrives to hit the fighter. The Fighter normally would not be allowed a weapon attack, but he may draw his blade and defend his person in this situation. However, he could not defend himself by striking, so that he would obtain more than his allowed number of blows per round. If he had attacked and killed an orc in segment number two with his sword and another orc arrives on segment number five, he could not strike another blow. However, in either case, the Fighter may elect to parry the incoming blow—assuming the weapons are ones that can oppose one another in that manner. Parrying a large weapon with a smaller one is done at +1 to the defender's armor class. Parrying an equal-sized weapon gives + 2 to armor class. Parrying a small weapon with a larger one gives +3 to armor class. However, initiative and weapon speed factors must be considered. The slower weapon is always at least - 1 on initiative to parry (-2 if the speed factors are four or more points apart). Finally, if the attacker has at least two full points of Strength more than the defender, a + 1 to the defender's armor class is erased. The obverse is not true, however.

Example: A Fighter with chainmail and shield (armor class 4) is attacked by an orc. Both have long swords, both are Strength 17. The Fighter may consider himself armor class 2 if he can beat or tie the orc's initiative. If he does not beat the orc's initiative, then he is still armor class 4. If he were Strength 17 and the orc only 15 there would be no change. If he were Strength 16 and the orc 18, then one "plus" to armor class is negated, so the Fighter becomes armor class 3. If the orc had a halberd and the fighter a sword the armor class is boosted by only + 1 for the fighter, but the orc is -2 on initiative due to the weapon speed factor difference of 4 points (halberd 9, long sword 5). A figure can always attempt to thwart an overbearing, pummeling or grappling attack with his/her weapon, regardless of the number of actions already taken in that round.

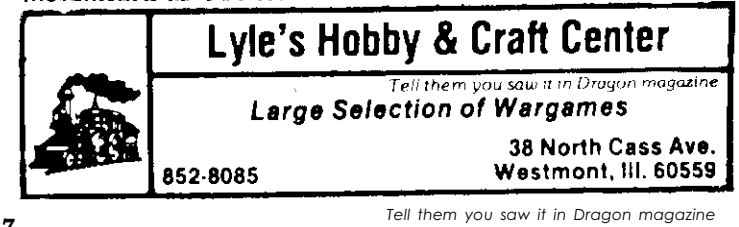
Rule 10. Figures must state their intentions based upon what they can sense (usually see) at the beginning of the melee round. "I will attack the 4th orc with my sword." "I will cast a Fire Ball tying to hit the four orcs now together on the hilltop." "I will charge the human Fighter on the left." The Magic-User in this example can change his/her aim slightly, since in the three segments needed to cast, the orcs might split up to some degree—he/she can name his/her final target once two segments have passed in the casting, needing only one segment to aim. A spell-user can never begin casting and then invoke *Castus Interruptus.* A spell is cast from beginning to end (or until the spell is spoiled) with no pauses. If an event occurs before a figure's stated action has taken place he/she might be allowed a new action or a change in the stated action. To effect such a change, one segment must be used in making up one's mind. If a spell-casting is in progress it must be completed. If a spell from a device is in progress it must be completed. A figure must sometimes roll to see if he/she specifically observes the event in question. Consider observation automatic if the appearance or event takes place within ten feet of a target of his/her present action. A saving throw (with no alteration for magic, spell, race, device or dexterity) is required on any questionable observation. It can be altered by a number from - 1 to -8, depending on how out-of-the-way the action is from the figure's line of sight. The DM must rule on the amount of a saving-throw modifier on a case-by-case basis.

One character seeing an event can warn another who does not see it. One segment must be used in stating the warning (or making gestures). Example of a - 1 modifier: A figure appears 20 feet to the left of a target orc. The appearing figure is in broad daylight. The orc and figure are over 60 feet from the observer, so the angle between them is small. There is nothing between the figure, the orc and the observer. Example of a -8 modifier: A figure is firing a bow. A demon teleports behind him/her 10 feet away. There is much noise and no one warns him/her of the demon coming up from behind. Even if someone did warn him/her, he/she might still not be able to react since the demon is so close. The best he/she could hope for would be negating the demon's +2 to hit from behind. The figure would not be able to get the first blow and would not be able to swing around and fire the arrow at the demon.

If a figure is not in the middle of an action or if the action has not yet started, he/she/it might be allowed to react to the new information. Example: A Magic-User states that he/she will fire a *Magic Missile* at an opposing Magic-User who at the beginning of the round is facing away from the caster. The Magic-User rolls 4 for initiative but on segment number one the opponent Magic-User vanishes (Invisibility? Teleportation? Dimension Door? Illusion?). The first Magic-User might change to a new target, and might be allowed a new spell altogether. He/she must use a segment (minimum) if a new spell or action is contemplated. (It might be much longer if a material component is required.) If the components for a new spell were not at hand, he/she might get no action that round.

As you test this system, you may want to make other rules. I would be anxious to hear what those additions might be. Since this system has had only a short playtest time other rules might well be needed. Players, as you know, can be very inventive.

Future articles will deal with more realistic movement rates and the spell-casting times needed to go with them—and there will be no provision for Olympic feats or "GI Joe"/"Conan" characters when movement is considered!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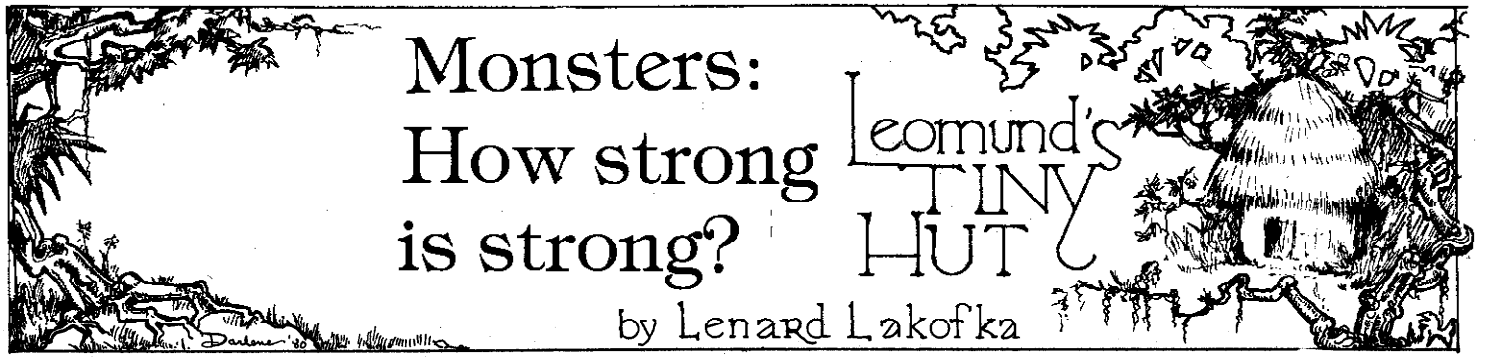

A character with a Girdle of Hill Giant Strength is + 3 to hit and + 7 to damage. If he/she has a Long Sword, he/she can do from 8 to 19 points of damage versus a large opponent (like a Hill Giant) every time there is a hit in melee. Thus, a Myrmidon so armed has the same chance to hit as a Hill Giant. He/she is likely better armored and may even have more hit points. The normal average is 33 for a roll of 6d10, plus a likely bonus for constitution adding 6, 12, 18 or even 24 more hit points for 39, 45, 51 or 56 hit points on the average. The poor Hill Giant, however, can only do 2-16 points of damage and would actually benefit by putting on a pair of Gauntlets of Ogre Power!

This sort of situation hardly seems accurate. Therefore, I have gone through the Monster Manual and given strong monsters what I feel should be their just strengths. A table of those strengths follows.

You will note that some strong monsters, even those who use weapons, are not given a plus to hit for their strength in the following table. This is because many monsters have a bonus built into/their hit dice which gives them a bonus to hit already. Some common humanoids bearing weapons are given a better chance to hit, but then their experience point value is increased too. A chart showing new experience-point values for giving monsters the chance to use their strength is also given herein.

Notes on nomenclature:

Strengths like 1726 or 1925 are listed. This is done to give a strength range when rolling. Thus a monster with 1826-1925 would reflect a beast that has that strength range. Roll percentile dice adding to 18(25). Those of 1901-1925 would be considered to have a physical strength of 19. Those of 1826 to 1800 would gain that physical strength bonus to hit and/or damage when weapons are used. The bonus to hit or to damage is almost never given if a weapon is not used. A strength of 1726 to 1700 is still a strength of 17.

To hit or to damage is given in forms like 0/ + 3. This means that the particular monster in question can have no bonus whatsoever (0) or a bonus up to + 3 in that category. Look at a Lizard Man, for example. He can have a strength of 12 to 18 (if 18 is rolled then percentile dice may be rolled for the exact percentile strength). Thus, if his strength is 12 to 15 there is no bonus to hit or to damage. At 16 he gains + 1 to damage, at 17 + 1 to hit and + 1 to damage, etc. through a strength of 1800 which is + 3 to hit and + 6 to damage (per the Strength Chart II in the ***Players Handbook).***

Strength is sometimes given as a die-roll range. Look again at the Lizard Man. 2d4 + 10 is given. This means that Lizard Men roll two four-sided dice and add 10 to the result for their physical strength. 1d4 + 14 would mean roll one four-sided die and add 14 to the result for physical strength. Some strengths are absolute for a monster, like 18 or 19, and thus there is no range in that particular monster. (e.g. Werebear at 19, Minotaur at 18 or an Ogre Leader at 1800.)

Following the chart is a discussion on comparing monsters in melee as well as the advantages of gripping (holding) an opponent when a monster has the physical strength to do so.

Editor's note: In the chart beginning at the top of the next column, actual lines of the chart are printed in smaller type. This was necessary to insure that all information pertaining to a certain creature could be included on the same line of the chart. The text which follows some of the lines in the chart refers only to the creature listed immediately above the text. This accompanying text has a large indent in its first line and is printed in the same size type you are now reading.)

Physical Strength for humanoids and monsters

Some of the following information supersedes existing material in the ***Monster Manual;*** if so, the number(s) involved will be in **boldface.**

Race/Type	Physical Strength	Bonus To Hit	Bonus To Damage	Damage base without bonus
Aerial Servant, normal	19	0	0	2-16
berserk	**21**	0	0	8-32
Note increase in grasping strength in the berserk Servant.				
Anhkheg, mandibles	1800	0	0	3-18
Opponents held will strike with weapons at -4. 3-18 damage taken per round of holding coupled with digestive juices.				
Ape, Gorilla	1801-1800	0	0	1-6 rend
Note variable Grasping strength.				
Ape, Carnivorous	1826-1925	0	0	l-8 rend
Bear, Black	1801-1800	0	0	2-8 hug
Brown	1826-1925	0	0	2-12 hug
Cave	1851-1950	0	0	2-16 hug
Bugbear, Warrior	16-17	0	0/ **+1**	2-8 or by weapon
Leader	1751-1850	**+1**	**+1/+3**	2-8 or by weapon
Chief	1800-1875	**+1/+2**	**+1/+3**	2-8 or by weapon

2-8 damage is with a claw attack. Weapons for Bugbears are generally large, thus + 1 to the normal damage range is correct for missiles or for striking weapons. E.g. thrown axe, 2-7; mace, 3-8; hammer, 3-6 would be correct 25% of the time. Humans or demihumans must be at least 5' 8" tall and Strength 17 to wield these larger weapons. Bugbears' swords would be long, 2-9 damage; club (morning star), 3-9 25% of the time with the same size/strength requirements for humans/demihumans who hope to wield them. Note further that by getting + 1 or + 2 to hit, chiefs effectively attack as if they were of 4 and 5 hit dice respectively. Saving throws do not apply to leader and chief Bugbears as a bonus.

Demons: Orcus	20	+6*	+ 8	2d6 + 1 fist

Part of this bonus to hit is magical. His weapons, being 15' tall, would always be huge. Thus if he used a morning star, it would deal out a base of 4d4 damage and to this would be added + 8; a hammer has 2d4 + 2 base, a flail 2d6 + 2. For a human/demihuman to bear one of these, his/her height must be at least 7' and Strength at least 1891.

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Vrock	1775-1876	0	0	1-4/1-4 1-8/1-8

This is grasping strength. Those held by a Vrock (usually prior to teleportation) must be in the grasp of two members (feet can grasp). Those held are **-2** to hit if held by 2 members, **-4** if held by 3 members, **helpless** (until the grasp is broken) if held by 4 members. Grasping must be established for one full round before teleportation.

Glabrezu	1801-1800	0	0	2-12/2-12

This is also grasping strength. Teleportation is allowed only if both pincers grasp for one full round. Those held by both are at **-3** to hit.

Devils: Asmodeus	24	**+6**	**+12**	**5-19**

The **5-19** comes from his rod causing serious wounds (not 4-14 damage): The Rod further does 56 points of damage by frost, 64 by Acid and 80 by lightning. + 6 to hit and + 12 to damage applies only to striking weapons, not to the rod. Again, weapons would be huge (see Orcus); also add sword, 5d4 base damage.

Baalzebul	23	**+5**	**+11**	2-12

The 2-12 damage range is from the poisonous bite. He might try a weapon attack at + 5 to hit and + 11 to damage but then no bite and no poison that round. Weapons are huge (see Orcus).

Barbed	1801-1800	0	0	2-8/2-8

This strength applies to grasping only. If an opponent is held by both claws for one round (-2 to hit for held figure) the Devil may teleport away.

Bone	19	0	0	3-12

3-12 is for a weapon specific to the Bone Devil, the Bone Hook. It should be considered at 1800 for the purpose of grasping. Those "stuck fast" in the hook can try to break it (Strength of at least 1800 required) or hit the Devil at -4. The Devil will teleport only after hitting the victim with its tail at least once. If the Hook is lost then the Devil will do 2-8/2-8 damage from claws. Its opponent, though better held by its claws if both hit, can still strike at only -2.

Erinyes	1801	0	0	2-8

The 2-8 is for the dagger, If the weapon is lost, claws do 1-3/1-3. A held victim is at the grasping strength of 1801 but the victim is only -1 to hit the Erinyes. Teleportation is only possible if the victim is entangled (per the Rope) or unconscious.

Geryon	24	0	0	3-18/3-18

Geryon does not use weapons. Note that if an opponent is held by both hands, rending will add 2-20 points of damage. A figure held by Geryon is -4 to hit back. Geryon will rend and/or sting an opponent and almost never teleport away with him/her/it.

Ice	1876	0	0	1 - 4 / 1 - 4

1876 is a grasping strength only. Opponents held by both hands are at -2 to hit back. Ice Devils rarely teleport with a victim, preferring to strike with mandibles 2-8 and tails 3-12. Any held victim always loses Dexterity bonuses and usually loses any shield bonus he/she may have (60% chance for shield loss). Damage from the holding appendage(s) is usually automatic if the victim is firmly held.

Djinni, normal	19	0	0	2-16
noble	20	0	0	3-24

Djinni do not try to hold a victim. Their damage range comes from magic and from strength — they almost never (20% chance) use a weapon. If they do, the weapon will be a dagger (damage base 2-7) or a scimitar (damage base 3-12); then it is + 3 to hit and + 6 or + 7 to damage, depending if normal or noble.

Dragons, very young/young	1801	0	0	varies
sub-adult/young adult	1876	0	0	varies
adult	1800	0	0	varies
old			0	varies
very old	20/21	0	0	varies
ancient	22/23	0	0	varies

Dragons are very strong but since claw/claw is used the damage comes from the blow (claws) and never from a weapon. Dragons can, however, pick up a victim and fly away using but one claw. At that point it is essential to know the dragon's grasping strength. Opponents held (only one claw is necessary, except for very young and young which need two claws) are at -1 to -6 to strike the dragon, depending upon the dragon's age. A dragon holding a figure can squeeze its victim for claw damage plus 50%, e.g., if a claw normally does 1-6 and a 4 is diced, 50% or 2 is added so that total damage from the squeeze is 6 points.

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Efreet, all	20	0	0	0	3–24

See Djinni. They use weapons even less often (only 5%) than Djinni.

Ettin	19	0	**+6**	**2-12/2-14**

Note the changed damage ranges. The Ettin has no plus to hit due to its 10 hit dice, which already gives a to hit bonus. However, damage should reflect its strength of 19. 2-14 is generated by casting d6 and d8.

Gargoyle	1726-1825	0	0	1-3/1-3

Occasionally a Gargoyle will want to pick up a victim and fly away with the purpose of eating, robbing or dropping the victim to his death from 500 or more feet in altitude. A Gargoyle can pick up 2,500 gp (250 pounds). Victims of strength 1825 or better can always escape. A victim held by a Gargoyle is at no minus to strike back but when the victim is held the Gargoyle can bite automatically as well as deliver damage with both claws. As an aside, Gargoyle shamen might occur in a tribe of 20 or more Gargoyles up to the 2nd level of Clerical ability. Gargoyles can occasionally (35 %) speak common.

Giants: Hill	19	0	+7	**2-12**
Stone	20	0	+8	**2-12**
Frost	21	0	+9	**2-16**
Fire	22	0	+10	**2-20**
Cloud	23	0	+11	**2-24**
Storm	24	0	+12	**3-30**

To hit advantages are according to the hit dice of a giant, but the Hill Giant does not receive a good bonus to damage. The Hill Giant is overrated in the texts (see discussion hereafter).

Much of the discussion here following is about giants so little will be said in the table. Giants do the same bonuses to damage when throwing rocks:

Hill	+7	2-12
Stone	+8	2-24
Fire	+9	2-12
Frost	+10	2-12
Cloud	+11	2-12

Gnoll, normal	16-17	0/+1	**+1**	2-8 or by weapon
leader/guard	1726-1825	+1	+1/+2	2-8 or by weapon
chief	1751-1850	+1	+1/+3	2-8 or by weapon

The 2-8 damage range is from a bite when no weapon is used. Like Bugbears, Gnolls occasionally use large weapons. This percent chance is only 5% for normal Gnolls, 20% for leaders/guards and 50% for chiefs. Large weapons can be used by humans/demihumans of height 5' 8" and Strength 17 or better (thus, "normal" Gnolls of Strength 16 cannot use them). A great bow's arrow has a 2-7 base as a large weapon, pole arm, 3-9; two-handed sword, 2-11; battle axe, 2-9; and morning star 3-9 — remember, these bases are for large weapons only.

Goblin, normal	d8+8	0	0/ **+1**	by weapon
leader/assistant	d8+9	0/ **+1**	0/+1	by weapon
sub-chief/guard	d6+11	0/ **+1**	0/+1	by weapon
chief/bodyguards	d4+ 14	0/ **+1**	O/+1 or +2	by weapon

Goblins never use large weapons; they are the same size as human weapons. A Goblin chief can become of 18 Strength (never 1801 or higher). Goblin sub-chiefs and above save as l-hit-die monsters and a multi-level fighter can only strike his/her normal number of blows against them (while a multi-level fighter gets multiple blows versus normal Goblins). The + 1 to hit applies when the strength equals 17 or 18. In like manner, + 1 to damage applies to those diced at 16 or 17 and + 2 to those diced at 18. For ease of play you might consider leader/assistants at 16, sub-chief/guards at 17 and chief/bodyguards at 18 — thus, all normal Goblins are 15 or less.

Golem: Flesh	19	0	0	2-16/2-16
Clay	22	0	0	3-30
Stone	21	0	0	3-24
Iron	23	0	0	4-40

The Golem already has numerous advantages in combat; adding strength to hit and damage would make it too strong.

Strengths are given in case grasping becomes necessary. A creator might use a Golem to fetch or capture a victim. Flesh and Clay Golems need both hands for this task and a held opponent is at -3 to strike back. Stone Golems using one hand make the victim -2 to hit but a Stone Golem using both hands would make the victim -5. Iron Golems using one hand have victims at -3; two hands, -7. A held victim can always be damaged for the full range. All attempts to grab are at no damage or minor incidental damage on the round of grasping.

Hobgoblin, normal/leader	16-18	0/+1	**+1/+2**	by weapon
subchief	1751-1850	+1	+1/ **+3**	by weapon
chief/bodyguards	1851-1800	+2/ **+3**	**+3/+6**	by weapon

Hobgoblins can become very strong, stronger than the larger Gnolls can become, or even the largest Bugbears! Note the extra hit points gained by exceptional Hobgoblins. Normal and leader Hobgoblins do not use large weapons. Subchiefs use them 10% of the time and chiefs/bodyguards 25% of the time. The large weapons they might use are limited to a spear 2-7 damage, and morning star 3-9.

Invisible Stalker	19	0	0	4-16

The 19 strength measures grasping strength only.

Kobold, normal	4d4	0	0/ **+1**	by weapon
leader types	d4+ 13	0/ **+1**	0/ **+1**	by weapon

All Kobold weapons are small, of course, with any that are magical going to leaders. Those of 16 Strength gain + 1 to damage, those of 17 Strength + 1 to hit and to damage.

Lizard Man, normal	2d4 + 10	0/+3	0/+6	by weapon
leader types	**1d4+14**	**0/+3**	**0/+6**	**by weapon**

Weapons are used by Lizard Men only 10% of the time for normal varieties. Those that "evolve to a higher state" gain normal Strength bonuses to hit and damage when Strength is from 16 to 1800. Leader types are always from that 10% which use weapons, and they may well also be the tribal Wizard Doctor. Occasionally, two-handed swords are used by leaders of strength 1891 or better.

Werebear	19	0	0	hug 2-16
Minotaur	18	**+1**	**+2**	by weapon

Those using a weapon have a huge one, axe 1-10 base damage or flail 2-9 base damage. Humans/demihumans must be 5 8" and Strength 18 or better to use these weapons. The bonus to hit and damage never applies to a butt/bite attack.

Ogre, normal	18-1899	**+1/+2**	+2/+5	by weapon
leader	1800	+3	+6	by weapon
chief	19	+3	+7	by weapon

Ogres always use large weapons that humans of 6' or taller can use if their strength is 1826 or better. The base for Ogre weapons is as follows: Spear 2-12, Hammer 3-9, Mace 3-8. Those using claws should do **2-5/2-5** per claw for normal, 3-6/3-6 for leaders and **4-7/4-7** for chiefs. Females would do l-4/1-4 and young l-3/1-3. Females have only a 30% chance to use weapons. Young do not use weapons.

Ogre Magi, normal	18-1899	**+1/+2**	**+2/+5**	by weapon
exceptional	1800-20	**+3**	**+6/+8**	by weapon
chief	21	**+4**	**+9**	by weapon

These creatures use a combination spear/halberd weapon of huge proportion that does a base 1-12 damage. They can fight as Monks; if you really want to get complex, their skills would be as follows: Normal Ogre Magi 5 attacks in 4 rounds for 2-7 damage per open-hand attack; Exceptional 3 attacks in 2 rounds for 3-9 damage per open-hand attack; Chief 2 attacks per round for 3-12 damage per open-hand attack. Obviously, Strength bonuses to hit and damage do not apply to open-hand attacks. Ogre Magi gain no other Monk abilities, of course.

Orc, normal	2d4+9	0/ **+1**	0/ **+1**	by weapon
leader	d4+ 13	0/ **+1**	0/ **+1**	by weapon
chief	17-18	**+1**	**+1/+2**	by weapon

Orc weapons are normal-sized in all cases. They gain Strength bonuses for Strengths of 16, 17 and 18 in the normal manner. Only half-orcs have strengths of up to 1800; on rare occasions, a half-orc of 19 strength might occur.

Owlbear	19	0	0	hug 2-16
Sahuagin, normal	3d4+7	0/ **+3**	0/ **+7**	by weapon
large	d4+15	0/ **+3**	**+1/+7**	by weapon
Salamander	1850	0	0	constriction
Giant Scorpion	1801	0	0	l-10/l-10

A held victim is -2 to hit back but is more likely to be hit by the Giant Scorpion's tail (+ 3 to hit if victim held in both pincers).

Shambling Mound	19	0	0	2-16/2-16

The strength is for considering grasping (hugging) attacks.

Titan	24	0	+12	**3d10**
	25		+12	**3d12**

See giant discussion below.

Treant	19	0	0	2-16/2-16
	20	0	0	3-18/3-18
	21	0	0	4-24/4-24

Treants only punch and never use weapons, but their Strength might be considered in grasping as well as in breaking things down. An opponent held by a Treant might be rended or thrown; either will result in damage of 2-16, 3-18 or 4-24, depending on the size of the Treant. The victim is -3/-4/-5 to hit back, depending upon the size of the Treant. A held victim is only damaged by rending or throwing. Holding with only one hand will make the victim only -1 to hit back but the Treant is then + 2 to punch with the other fist.

Troglodyte, normal	3d4+5	0/ +1	0/ +1	by weapon
leader	d4+13	0/ +1	0/ +1	by weapon
sub-chief	17-18	+1	+1/+2	by weapon
chief	1801-1875	+1/+2	+3	by weapon

Troglodyte weapons are normal size — but note the special vaned dart.

Troll	1876-1890	0	+4	**1-4/1-4**

Note that a Troll is very strong and is one of the few monsters that gains its strength in melee without weapons; thus, the + 4 to damage. There is no bonus to hit, however. Trolls are large enough to grasp a victim in one hand, making that victim -2 to hit back and the troll at least + 2 to hit the victim. If held by both hands the victim is -5 to hit back and the troll can rend for 3-12 points of damage as well as bite at +3 to hit for the normal 2-12 points of biting damage.

Umber Hulk	1876-1975	0	+4/+7	**2-8/2-8**

Hulks, like Trolls, can grasp and hold victims (the same percentages apply to the victim's attack and the Hulk's subsequent attacks). A Hulk can hold a victim in both hands and stare into the victim's face. The victim, if it averts the Hulk's glance at that point, is -7 to hit the hulk.

Vampire	1876	+2	+4	with weapon

Nothing prevents a Vampire from using a weapon if it desires to do so. In fact, weapon use would be common for Vampires who still retain some knowledge of their former profession (Fighter 70%, Cleric 50% and Thief 30%). Naturally, they cannot drain levels by using a weapon. A Vampire will never use a missile of any type.

Yeti	1801-1800	0	0	squeeze
				2-16

Yeti do not use weapons.

How to calculate the combat ability of a monster

What would happen if a Troll fought a Hill Giant? Judging, by the official experience-point award for each monster, one would likely conclude that the Hill Giant would almost always win. (A Troll is valued at 525 + 8xp/hp and a Hill Giant 1400 + 12xp/hp.) But when considering what happens during combat, that assumption is no longer true.

The Troll has hit dice of 6 + 6. Each roll of d8 will produce an average result of 4.5, so that the average Troll will have 6 *x* 4.5 + 6, or 33, hit points. The troll as outlined in the *Monster Manual* gets three attacks for 5-8/5-8/2-12 damage, which figures out to an average of 6.5 points of damage for each of the first two attacks and an average of 7 for the third attack. Since the opponent Hill Giant is AC 4, the Troll needs a 9 to hit, which represents a 60% chance to score a hit on each opportunity. Thus, the Troll's average damage total for its three attacks is 60% of 6.5 + 6.5 + 7, or 60% of 20, which equals 12.

The Hill Giant has hit dice of 8 + l-2. The average Hill Giant will therefore have 8 *x* 4.5 + 1.5, or 371/2 hit points. It deals out 2-16 points of damage per successful attack, or an average of 9. The Troll is also AC 4, so the Hill Giant needs an 8 to hit, which represents a 65% chance to score a hit on each opportunity. Thus, the Hill Giant will render an average of 65% of 9, or 5.85, points of damage per attack.

If the Giant has 37½ hit points and receives an average of 12 points of damage from the Troll in each melee round, it will survive for an average of (37½ divided by 12), or 3.125, rounds. The Troll, which has 33 points, will receive an average of 5.85 points of damage per attack, and thus can survive for (33 divided by 5.85), or 5.64, rounds. However, the Troll begins to regenerate on round 4, so that after taking an average of 17.55 (5.85 *x* 3) points of damage in the first three rounds, it will only take (5.85 minus 3), or 2.85, points of damage from subsequent attacks. A Troll would have 15.45 hit points

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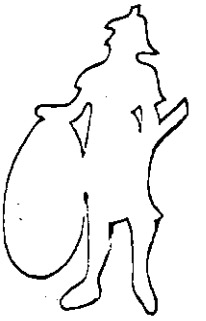

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remaining after three rounds of taking full damage, but after that would only lose 2.85 hit points per round, meaning that the Troll can survive for (15.45 divided by 2.85), or 5.42 rounds beyond the first three.

Given three statistics and calculations, how can the Giant hope to win? It cannot outrun the Troll, since both move at 12". It can throw rocks at the Troll, but when it stops to cast a rock the Troll can close in to attack. If the Troll gets hit, it can back off and wait for regeneration to begin. In other words, taking the monsters as described in the *Monster Manual*, the Troll would win almost every time!

An Umber Hulk, valued at 1300 + 12xp/hp, can also beat a Hill Giant in toe-to-toe combat using similar calculations. The Hulk cannot regenerate but its damage figure is higher, it hits more often than the Giant, and its armor class is better. The particulars are as follows:

Hill Giant with 37½ hit points and average damage figure of 9 needs a 10 to hit the Hulk's armor class of 2, which represents a 55% chance to hit. Thus, the Hill Giant's average damage per attack is 4.95.

The Umber Hulk, 8 + 8 hit dice, has an average of 44 hit points, and needs an 8 to hit the Giant's armor class (4), which represents a 65% chance. The Hulk's damage figures are 3-12/3-12/2-10, which have averages of 7.5, 7.5 and 6, for a total of 21. The amount of damage done per hit is 65% of 21, or 13.7.

The Giant's 37½ hit points divided by the Hulk's average damage of 13.7 gives the Giant 2.73 rounds to live. The Hulk's 44 hit points divided by the Giant's average damage of 4.95 means that the Hulk can survive for 8.89 rounds. Add to this the fact that the Hulk has a chance to *Confuse* the Giant, and it can be seen that the Giant almost always loses. (Note: To calculate the chance for the Giant to meet the Hulk's glance during combat, roll d12 for the Hulk and d20 for the Giant. If d12 is higher or equal to d20, the Giant has met the glance. The Giant then gains a saving throw of 12, which represents a 55% chance that the attempt to save will fail. There is a 30% chance per round that d12 will be higher or equal to d20, so the chance of the Giant's meeting the glance and then failing to save against it is (.3 x .44), or .165 (16.5%). If the Hulk can survive for an average of 8.89 rounds, the chance for the Giant to become confused during that time is approximately 77%. Not exactly in the Giant's favor, is it?

Changing for the better

How can the examples of melee described above be made to favor the Hill Giant vs. the Troll and give the Hill Giant a slight edge on the Umber Hulk, since that is what the experience-point values seem to suggest?

In the listing above, it has been advocated that the Giant be changed to + 7 to damage and a base of 2-12 points of damage per hit. If these figures are used, the Giant will do 14 points of average damage, divided by the 65% chance to hit the Troll's AC 4, for a final figure of 9.1. The Troll's 33 hit points will only last an average of 3.62 rounds; thus, the Troll might not get an opportunity to regenerate, and the melee now favors the Troll only slightly. However, the experience-point values for the monsters are so different that it seems the Hill Giant needs more of an advantage. Giving the Giant three blows every two rounds or two blows per round would turn the melee around. Getting three blows every two rounds is equivalent to 1.5 blows per round, raising the Giant's average damage per round to 1.5 x 9.1, or 13.65. The Troll's 33 hit points would disappear in 2.42 rounds — and the Hill Giant is finally favored.

If the Giant as described above got three blows every two rounds against the Umber Hulk, it would deal out 11.55. points of damage per round on the average, and the Hulk's 44 points would last for 3.81 rounds. That it still not enough of a benefit for the Giant, however, since the Hulk will, on the average, kill the Giant in 2.73 rounds. But if the Giant is given two blows per round, its average damage is doubled from 9.1 to 18.2, and the Hulk's 44 points will only last 2.42 rounds, which is slightly better than the Hulk's figure vs. the Giant of 2.73. If the Giant is able to hurl rocks during the melee without suffering adverse effects as a result, he would be even more strongly favored. Only the Hulk's confusion ability might turn the tide — and the chance of this happening is not nearly as great as it was originally.

If the Hill Giant is given two blows per round and a base damage

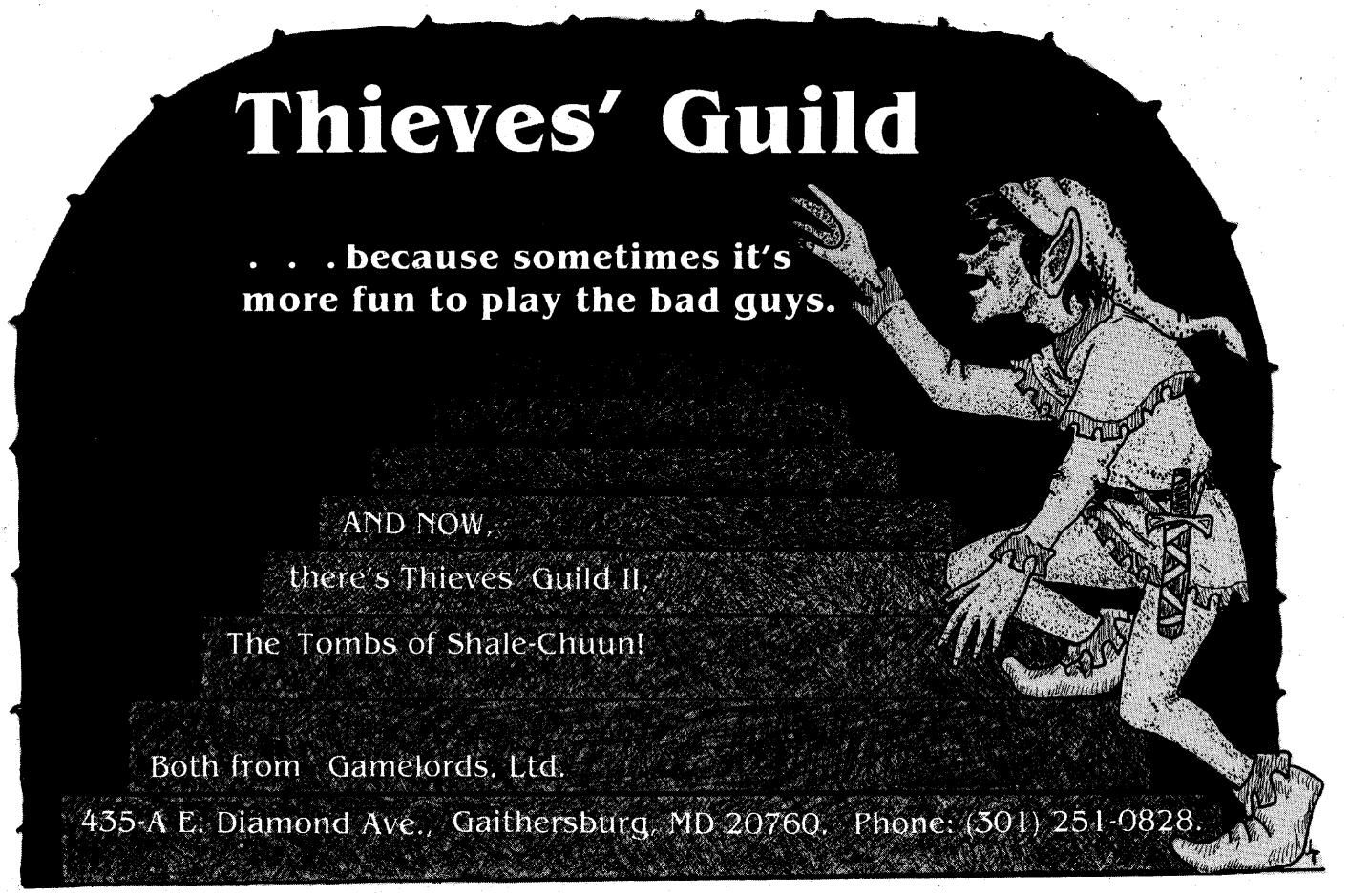
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figure of 2-12 + 7, it becomes worth the 1400 + 12xp/hp value which is given to it in the *Dungeon Masters Guide* — in fact, it is worth more than that. For this instance and many others, new experience-point values should be given to monsters whose abilities are changed.

The chart which follows gives suggested experience-point (xp) value changes for certain monsters, and lists the changes in the monsters' abilities (taken from the first part of this article) which make the xp change necessary. All increases in experience-point awards are suggestions only, and naturally the final decision about this lies with the DM. Note: When a monster is given a plus to hit, this is effected by moving over the proper number of columns on the appropriate "to hit" chart — not by adding the "plus" to the actual die roll.

Some of the suggested changes in humanoids are quite dramatic. Remember, they already attack as monsters and not as men, so a + 1 to hit is very potent. When granting plusses to hit, it is strongly suggested to also give a significantly higher xp award for an adversary which kills one of those monsters. This would also hold true if the + 1 comes from a magic weapon or a Bless spell or a similar source. If the opponent is tougher than "normal," characters should get a higher-than-normal award for besting that opponent in combat.

Monster	Current xp	Changes in monster	Suggested new xp
Aerial Servant	5250 + 20/hp	None	Berserk: 6500 + 20/hp
Anhkheg	390 + hp value	Once held, new "to hit" need not be rolled; grasping strength 1800	3HD: 280 + 4/hp 4HD: 390 + 5/hp 5HD: 500 + 6/hp 6HD: 625 + 8/hp 7HD: 750 + 10/hp 8HD: 900 + 12/hp
Ape, Gorilla	130 + 5/hp	Take into account ability to hold victim	170 + 6/hp
Carnivorous	170 + 5/hp	Same as above	235 + 7/hp
Bear, Black	85 + 4/hp	Take into account ability to hold victim	125 + 4/hp
Brown	300 + 6/hp	Same as above	345 + 6/hp
Cave	475 + 8/hp	Same as above	525 + 8/hp
Bugbear, All	135 + 4/hp	Large weapons, bonuses to hit and to damage	Warrior, large weapon: 165 + 4/hp Leader: 235 + 5/hp Chief: 400 + 6/hp
Demon, Vrock	1275 + 10/hp	Sieze and teleport away, hold opponent	1650 + 11/hp
Glabrezu	2400 + 14/hp	Same as above	3100 + 15/hp
Devil, Asmodeus	70965	Full Rod potential	77400
Baalzebul	61410	Weapon potential	65400
Barbed	1425 + 10/hp	Sieze and teleport away	1750 + 11/hp
Bone	2800 + 12/hp	Same as above	3000 + 12/hp
Geryon	47975	Rend, hold opponent	52300
Ice	4400 + 16/hp	Hold opponent	4700 + 16/hp
Djinni, normal	725 + 5/hp	Weapon potential	1000 + 6/hp Noble: 2400 + 14/hp
Dragon		Hold opponent	One more Exceptional Ability
Efreeti	1950 + 14/hp	If using a weapon	2400 + 14/hp
Ettin	1950 + 14/hp	+ 6 due to strength; 2- 12/2- 14 weapon base	2500 + 15/hp
Gargoyle	165 + 5/hp	Hold opponent/drop	200 + 5/hp Shamen: variable
Giant, Hill	1400 + 12/hp	+ 7 strength bonus	1400 + 12/hp
		+ 7 and 3 blows every 2 rounds	2000 + 12/hp
		+ 7 and 2 blows every round	2800 + 12/hp
Stone	1800 + 14/hp	+ 8 strength bonus	1800 + 14/hp
		+ 8 and 3/2 blows	2700 + 14/hp
		+ 8 and 2/ round	3600 + 14/hp
Frost	2250 + 14/hp	+ 9 strength bonus	2400 + 14/hp
		+ 9 and 3/2 blows	3200 + 14/hp
Fire	2700 + 16/hp	+ 10 strength bonus	3000 + 16/hp
		+ 10 and 3/2 blows	4200 + 16/hp
Cloud	4250 + 16/hp	+ 11 strength bonus	4600 + 16/hp
		+ 11 and 3/2 blows	6600 + 16/hp
Storm	5850 + 20/hp	+ 12 strength bonus	6200 + 20/hp
		+ 12 and 3/2 blows	8900 + 20/hp

(Note: It is not recommended to give the four strongest giants two blows per round at any time. Any Giant may still only hurl one rock per round, if that is the chosen form of attack. Multiple blows per round would usually only be awarded to leaders or exceptional types.)

Gnoll, normal	28 + 2/hp	Those + 1 to hit or damage only	+ 1 to hit: 45 + 2/hp Both + 1: 65 + 2/hp
leader		+ 1 to hit some + 2 damage, weapons	+ 1 to hit & damage: 65 + 2/hp + 1/+2: 85 + 2/hp Large weapon: add 35
chief		some up to + 3 to damage	+ l/ + 3: 110 + 2/hp +1/+2:85 + 2/hp

Note: Any time a monster employs a magic item or device, be sure to award extra experience because the opponent is tougher to beat.

Goblin, normal	10 + 1/hp	Those + 1 to damage	0/ + 1 only: 15 + 1/hp
leader		+ 1 to hit possible	+1/+1:20 + 2/hp
sub-chief			+1/+1:24 + 2/hp
chief		Some + 2 to damage	+1/+2:35 + 2/hp

Hobgoblin, normal	20 + 2/hp	All + 1 to damage	25 + 2/hp
		Those + 1 to hit also	35 + 2/hp
subchief		Some + 2 or + 3 to damage	+1/+2:45 + 2/hp
			+ 1/+3:65 + 2/hp
chief		+ 2 to hit, + 3 damage	85 + 2/hp
		+ 2 hit, + 4 damage	105 + 2/hp
		+ 2 hit, + 5 damage	130 + 2/hp
		+ 3 hit, + 6 damage	175 + 3/hp
			Large weapon bonus: 35
Kobold, normal	5 + 1/hp	Some few + 1 damage	0/ + 1:10 + 1/hp
leaders		S o m e + l / + l	25 + 2/hp
Lizard Man	35 + 3/hp	0 hit, + 1 damage	40 + 3/hp
		+ 1 hit, + 1 damage	50 + 3/hp
		+ 1 hit, + 2 damage	65 + 3/hp
		+ 1 hit, + 3 damage	85 + 3/hp
		+ 2 hit, + 3 damage	110 + 3/hp
		+ 2 hit, + 4 damage	140 + 3/hp
		+ 2 hit, + 5 damage	170 + 3/hp
		+ 3 hit, + 6 damage	225 + 3/hp
Leader		Those employing 2-handed sword	Bonus: 75 points
Minotaur	400 + 8/hp	+ 1 to hit and + 2 to damage, all types	525 + 9/hp
Ogre, normal	90 + 5/hp	+ 1 hit, + 1 damage	100 + 5/hp
		+ 1 hit, + 2 damage	140 + 5/hp
		+ 1 hit, + 3 damage	185 + 5/hp
		+ 2 hit, + 3 damage	230 + 6/hp
		+ 2 hit, + 4 damage	290 + 6/hp
		+ 2 hit, + 5 damage	350 + 6/hp
Leader		+ 3 hit, + 6 damage	425 + 7/hp
Chief		+ 3 hit, + 7 damage	510 + 8/hp
Ogre Mage	900 + 6/hp.	+ 1 hit, + 1 to + 3 damage	900 + 6/hp
		+ 2 hit, + 3 damage	950 + 6/hp
		+ 2 hit, + 4 damage	1000 + 6/hp
		+ 2 hit, + 5 damage	1075 + 6/hp
exceptional		+ 3 hit, + 6 damage	1150 + 7/hp
		+ 3 hit, + 7 damage	1225 + 7/hp
		+ 3 hit, + 8 damage	1300 + 7/hp
chief		+ 4 hit, + 9 damage	1450 + 8/hp
Orc, normal	10 + l/hp	0 hit, + 1 damage	15 + 1/hp
		1 hit, + 1 damage	20 + 1/hp
leader	20 + 2/hp	0 hit, + 1 damage	25 + 2/hp
		+ 1 hit, + 1 damage	30 + 2/hp
chief	20 + 2/hp	+ 1 hit, + 2 damage	35 + 2/hp
Giant Scorpion	650 + 6/hp	Held victim more likely to be hit; -2 to hit back	750 + 6/hp
Titan	7000 + 25/hp	0 to hit, + 12 to damage	7500 + 25/hp
	9000 + 30/hp	0 to hit, + 12 to damage	9600 + 30/hp
	11000 + 35/hp	0 to hit, + 12 to damage	11700 + 35/hp
Note: Obviously, Titans cannot be given any plus to hit since that would make them certain to hit even armor class — 1.			
Treant	1200 + 10/hp	Rend for 2-16; held victim -3 to hit back	1400 + 10/hp
	1950 + 14/hp	Rend for 3-18; held victim -4 to hit back	2200 + 14/hp
	2850 + 16/hp	Rend for 4-24; held victim -5 to hit back	3200 + 16/hp
Troglodyte, normal	36 + 2/hp	+ 0 hit, + 1 damage	40 + 2/hp
		+ 1 hit, + 1 damage	45 + 2/hp
leader	65 + 3/hp	0 hit, + 1 damage	70 + 3/hp
		+ 1 hit, + 1 damage	80 + 3/hp
sub chief	110 + 4/hp	+ 1 hit, + 1 damage	110 + 4/hp
		+ 1 hit, + 2 damage	140 + 4/hp
chief	300 + 6/hp	+ 1 hit, + 1 damage	300 + 6/hp
		+ 1 hit, + 2 damage	345 + 6/hp
		+ 1 hit, + 3 damage	400 + 6/hp
		+ 2 hit, + 3 damage	465 + 6/hp
Troll	525 + 8/hp	Hold victim; underrated in general	925 + 10/hp
Umber Hulk	1300 + 12/hp	+ 4 to damage per claw	1300 + 12/hp
		+ 5 to damage per claw	1400 + 12/hp
		+ 6 to damage per claw	1525 + 12/hp
		+ 7 to damage per claw	1675 + 12/hp
Vampire	3800 + 12/hp	Using a weapon; probably more intelligent in general	4100 + 12/hp
Note: It might seem stupid for a Vampire to use a weapon when it can drain 2 levels per hit in melee; yet there are circumstances, especially versus only one or two opponents, where the larger damage range of a weapon might be desired.			
Yeti	435 + 5/hp	Hold opponents	485 + 5/hp

Breaking a monster's grasp

The ability to grasp (hold) an opponent has been given. How can this grasp be broken? One method is to take a full round to use the victim's own physical strength to break the grip. If the victim is stronger, the break is automatic. E.g., if the monster holds with a Strength of 1844, then any victim of at least 1845 Strength can break free. Those of lesser Strength can also be given a chance. If the victim had a Strength of 17 it would be necessary, for this purpose only, to see what his/her percentile strength was. Roll percentile dice and add to 17 just as you would add to 18, for a result of 1701 to 1700. A victim who diced 1701 to 1744 would have no chance to escape against a monster of 1844 Strength. Those of 1745 to 1700 would have a chance equal to the difference in Strengths. Let's say a 1778 were rolled. 1778–1744 = 34 so the victim has a 34% chance to break the grip by physical strength alone. (See Aerial Servant in the Monster Manual for like information.)

In addition, a victim might try to strike the monster with a weapon. For every point of damage inflicted on the monster — and note that holding very often gives the victim a minus to strike back (See Demon, Vrock, for example) — give the victim a 7% chance to break free. Naturally, killing the monster solves the problem of breaking free altogether. Held opponents are at an initiative disadvantage: Subtract two from all initiative dice of held opponents! Most spells are virtually impossible to cast, since material components cannot be attained and/or somatic movements are prevented. If "holding" seems wrong to you, just page through the *Monster Manual* and you will see numerous drawings of a monster holding someone.

Finally, some small statement should be made about encumbrance and strength. It is fine to put on a Girdle of Giant Strength, but do you believe that a Halfling with such an item can really hold an extra 1200 pounds (Storm Giant strength) without problem? Bulk of the encumbrance as well as stature of the strong figure also comes into play. A Giant can carry such weights due to size as well as due to strength. Thus, I'd limit maximum extra encumbrance to 10 pounds per inch of actual character height.

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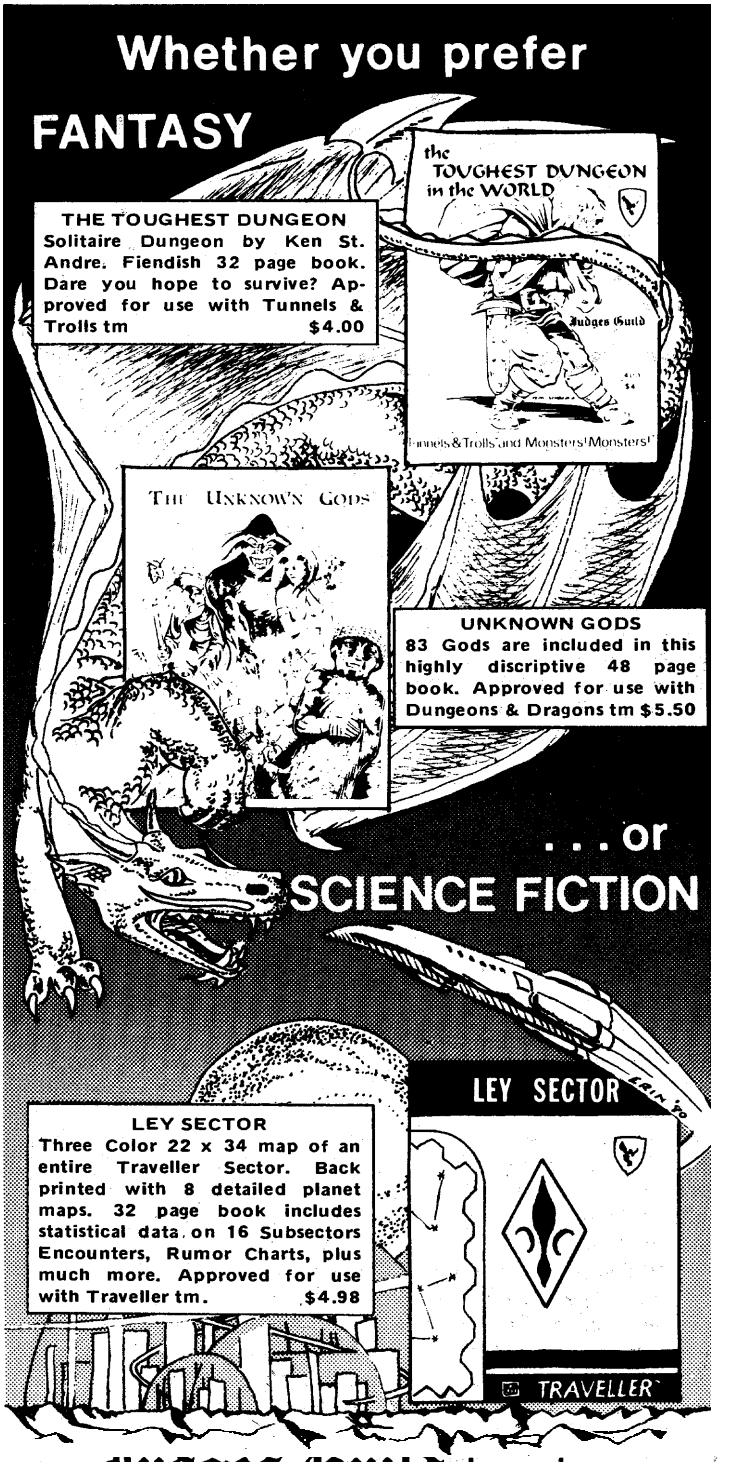
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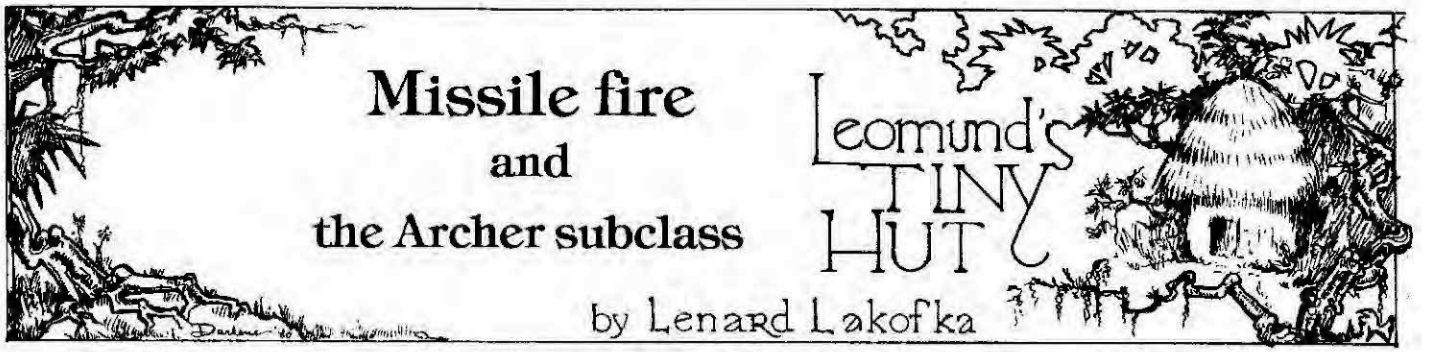


Missile fire and the Archer subclass

by Lenard Lakofka

Fighters, all humanoids and, to some degree, Thieves are underrated when it comes to their abilities to project missiles. Many melees are conducted with no missile fire whatsoever because the rules for missile fire are perhaps a bit hard to handle. DMs too often forget that missiles should be used by both sides in melee. Missiles not only kill opponents, they often prevent the use of a spell if they can hit and damage the target spell-caster before he/she/it can finish casting the spell.

Here is a method of determining whether a spell is ruined: Consider all blows in melee to be landing in the middle of a segment. Likewise, consider all missiles to be hitting in the middle of a segment. Consider all casting times as beginning in the first moment of a segment and ending in the final moment of the last segment, as called for by the spell's casting time. If a blow hits for damage in any segment of a spell's casting time, the spell is ruined. Thus if a goblin, for example, strikes with simultaneous initiative at a Magic-User casting Magic Missile, the Magic-User's spell is ruined if the goblin hits.

Missiles, once launched, will consume time while in flight. However, it is wasted effort to try to precisely figure every missile's flight time. I'd suggest the creation of some simple "in flight" guidelines: Any missile fired or cast will have the same flying speed. Those fired less than 50 feet from the target will reach the target in the middle of the first segment after being fired. Those traveling to a target between 51 and 200 feet away will be in flight for an additional segment. For targets 201 to 400 feet distant, add one more segment, 401 to 600 feet, one more, etc. Obviously, you may determine your own parameters for flight time, but I feel these work best in the game system now being used, because the flight times have been calculated to be compatible with casting times, movement speeds, etc.

A missile is considered to be fired at the end of a segment. Thus, if an archer firing on a Magic-User gets an initiative of 1, the arrow will take flight at the very end of segment number one. It will hit its target (if within 50 feet) in the middle segment number two. If the archer had a *Sleep* spell cast at him simultaneously by the M-U, the arrow would still be in flight. If the Sleep-casting Magic-User got an initiative of 2 and was within 50 feet of the archer, then the spell would be ruined if the arrow hit.

A blow in melee would ruin an intention to fire a missile, since blows hit in the middle of a segment. Thus, in the example mentioned, if a Thief struck the archer from behind in segment number one and hit for damage, the archer would not be able to fire.

This system will make conducting all missile fire far more easy. Note that over long distances both targets might be hit if missiles are exchanged or if a missile is fired at a spell caster, even if the actions are not taken simultaneously. Once a missile is airborne most spells cannot affect it if they are cast at the archer/thrower.

"Segment of Action" update

Earlier in the Leomund's Tiny Hut series *(Dragon #34)*, the "Segment of Action" system of rules for melee were discussed. Here is an update of those rules as they apply to melee and missile fire. First, and most important, a six-sided die should be used for "initiative" and not the ten-sided die earlier suggested (in #34). The reason for the change is that waiting until the 7th, 8th, 9th or 10th segment for the first blow gives too much advantage to spell-casters who use only a four-sided die in most cases for determining their spell-casting initiative. The six-sided die tells if the action of launching a missile will occur in the 1st, 2nd, 3rd, 4th, 5th or 6th segment and is not meant to imply that the round is divided into six segments instead of ten. Missile fire also uses the six-sided die plus a second six-sided die for the second arrow, if applicable (some types of arrows allow for a rate of fire of two per round). If the two dice add up to 11 or 12, then no second arrow firing is allowed that round. However, the archer could quite correctly launch that arrow at the end of the 1st or 2nd segment of the next round, assuming he/she/it has not been struck, enspelled, etc.

The "Segment of Action" system must sometimes be overruled by common sense. If, for example, a Magic-User decides to cast *Polymorph Other* on a goblin standing right in front of him hoping that his initiative will be 1 and his opponent's 5 or worse, the DM should have the goblin react by ignoring its initiative roll and striking almost immediately. It is one thing for a spell caster to attempt a one- or two-segment spell. He or she might just get away with it. But spells taking three or more segments to cast will render the spell-caster almost immobile for too long a time. No opponent will just bob and weave waiting for his segment-of-action versus a basically immobile opponent. The solution is a re-roll the initiative using the Magic-User's first segment of spell-casting as the base. If the opponent already has an early segment-of-action this may not be necessary. Use d4 for this initiative. Example: The spell-caster tries to cast a 4-segment spell. His initiative is 2. Roll d4 for his opponent and apply the result based on the fact that the spell-caster began to cast in segment #2. Even if 4 is rolled the attempted blow will take place in the middle of segment number 5, not number 6 (when the spell would take effect). A roll of 1 equates to the strike occurring in the middle of segment #2, a 2 to the middle of segment #3, a 3 to the middle of segment #4 and a 4 to the middle of segment #5. Since the spell-caster's spell does not go off until after the end of segment #5, any blow that hits for damage will negate the spell.

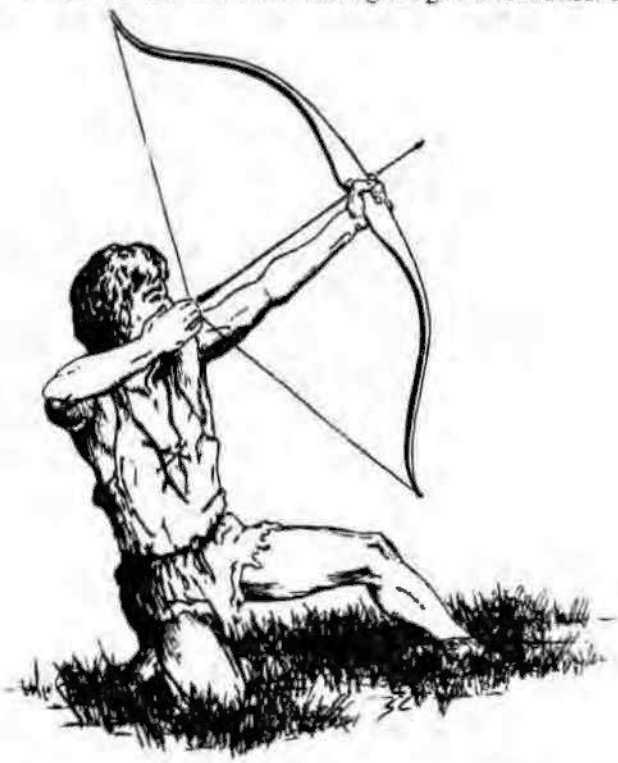
A really intelligent monster will not try for a weapon/claw/bite attack in such a situation. He/she/it will try to overbear/pummel/grappel or use some rapidly employed weapon like breath or glance (if the monster has this ability). How can that action be judged? Take the "monster's" Intelligence and multiply by 5%. Add that to a base of 35%. This means any monster of Intelligence 13 or higher will always know that overbearing/pummeling/grappeling is the thing to do in such a situation unless he/she/it possesses some even more rapid attack/device. Such physical attack will almost always destroy the spell the spell-caster is attempting, and rightly so.

Target size and range adjustments

Those who are familiar with the Errol Flynn movie Robin Hood may recall a scene when he kills four or five men-at-arms with single arrow shots, all within one minute (I've timed some of the missile-firing melee scenes). We have all seen some movies in which the bow (usually the longbow) is fantastically accurate and deadly. This pre-conditioning, if you will, confuses many a new *D&D®/AD&D™* player. The novice might give up if a group of orcs shout out "stand and deliver" because of fear of the bow. On the other hand, the party might refrain from missile fire for the opposite reason: Most monsters met in an encounter cannot be killed by a single arrow. Are/were archers really that good?

In fact, an English longbowman could hit and kill a figure at 400

yards! This was, however, the rare shot and not the rule. The number is also based upon fire into a group of figures and rarely, if ever, was achieved by a single shot at a lone target. The maximum D&D/*AD&D* longbow range is 21 inches which equates to 630 feet outdoors, a mere 210 yards. How can this range inequity be taken care of? Well, it cannot without unbalancing the game. Remember that movement and spell range, to say nothing of casting time, is tied to selecting distances. If bow range is tampered with it will throw off the other numbers. However, in the Archer and Archer-Ranger subclass (hereafter) some increase in range is allowed for strong characters.



On page 64 of the *Dungeon Masters Guide* we find armor class modifications for the amount of cover a target is concealed behind. The target is assumed to be a human-sized figure; at least, that is what it seems to mean. What happens if the target is larger/smaller/moving/flying? The "target cover" adjustments give us a basis for making armor class adjustments based on target size and range.

It must be clearly understood that the given adjustments to armor class involve the size of the target and not the armor actually worn. The basic subtractions of -2 "to hit" at medium range and -5 at long range still apply. They apply to Archers and Archer-Rangers (as described hereafter) as well. This basic adjustment due to range is taken from the armor class before the "to hit" roll, as is the size adjustment. A target becomes "arrow proof" when a 21 or better is required to hit. The armor class determination should take into account all adjustments for magic, strength, skill, etc.

Example: A Kobold is at long range from a Fighter with a longbow. The Kobold's armor class is 6. The Fighter is using a + 1 bow. His Strength gives him +2 to hit and +5 to damage. However, his strength is taken into account at short and "point blank" ranges only (full at "point blank", i.e. under 50 feet, and half rounded down at short range) and only then for trained Fighters with special bows (see hereafter for a full explanation). The Kobold's armor class is adjusted three places to the better (see chart above) due to its small size relative to a human target at long range; its effective armor class becomes 3. At long range there is a basic -5 adjustment for range alone, so the Kobold is now considered armor class -2. The Fighter's Strength does not apply at long range, but his bow is + 1, so the Kobold's armor class becomes - 1. That would be the final armor class used to see what the "to hit" number is.

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In the same example, if the Kobold were at short range the calculation of armor class would be as follows: Base class 6, range adjustment - 1 changing AC to 5, Strength adjustment is +2, halved to + 1, so AC is back to 6, and the bow is + 1 changing the AC to 7. If the Fighter were an Archer (see hereafter), a bonus for skill would also apply.

Target type (size)	% of human-size	Armor Class adjustment for range			
		Long	Medium	Short	Point Blank
"Broad side of a Barn"	525%+	+3	+5	+6	+8
Storm Giant (21')	375-500%	+2	+4	+5	+6
Cloud Giant (18')	300-350%	+2	+3	+4	+5
Frost Giant (15')	225-275%	+1	+2	+4	+5
Ettin (13')	200%	+1	+2	+3	+4
Fire/Stone Giant (12')	175%	+1	+2	+3	+4
Ogre Mage, Djinni, Hill Giant (10½')	150%	0	+1	+2	+3
Ogre, Troll (9')	125%	0	0	+1	+2
Bugbear, Gnoll(7)	110%	0	0	0	+1
Troglodyte, Hobgoblin (6½')	105%	0	0	0	0
Man, Orc (6')	100%	0	0	0	0
Elves (5')	90%	-1	0	0	0
Dwarf, Goblin (4')	75%	-2	-1	0	0
Halfling, Kobold, Gnome (3')	50%	-3	-2	-1	0
Pixie (2½')	40%	-4	-3	-2	-1
Imp, Sprite, Leprechaun (2')	30%	-6	-4	-3	-2
Brownie, Homonculous (1½')	20%	-8	-6	-4	-2
Quasit (1')	10%	-10	-8	-6	-3
Robin (½')	5%	-17	-13	-9	-5
Wren (¼')	2%	-24	-19	-12	-6
Coin (1")	½%	invisible	-21	-14	-7

Point Blank (under 50 feet) applies only to trained archers.

Note: This chart does not consider color or contrast of the target against its background.

"Arrow proof" targets can still be hit by fully trained Fighters as well as Archers and Archer-Rangers. To accomplish this the 20-sided die must be rolled twice. The first roll must be a "natural" 20. At that time the second 20-sided die is cast to see if an extraordinary shot has occurred:

Required to hit after all adjustments tabulated for armor class target	Second roll for extraordinary hit
21	13 or better
22	15 or better
23	17 or better
24	18 or better
25	19 or better
26	20
27	20
28 or higher	impossible

Adjusting for motion

Mobile targets are harder to hit. Any target moving at over "walk speed," i.e. 100 feet/minute, is -2 to armor class. Further adjustment can be made up to a -5 modification for very fast-moving targets. Fast targets moving in a straight line should not receive as great an adjustment as a target moving rapidly and in an evasive manner.

What if the archer is moving? The subtraction from the target's armor class should be at least -2 for slow movement on foot, up to -7 for being astride a trotting mount. Firing from any kind of flying mount is possible, but only from a mount in steady, level flight. A maneuvering flying mount would render archer fire from it impossible.

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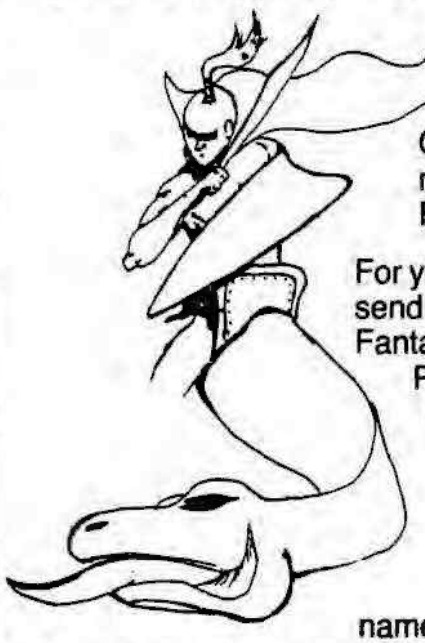

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Strength and hurled missiles

A bonus to hit and/or to damage due to a character's Strength can be taken into account when that character or creature hurls a missile. Such missiles are throwing daggers, throwing axes, spears, hammers, and javelins (not darts). To gain a Strength bonus the figure must be proficient with the weapon. However, Magic-Users never gain a Strength bonus to hit or to damage from a thrown dagger (aside: Magic-Users must *learn* to throw a dagger. First- to fifth-level M-Us are -5 to hit with a dagger, whether they like it or not, whenever they try to throw it.). A Thief can gain a Strength bonus with a thrown dagger but *never* if he/she is trying for a "back stab" bonus.

The full bonus to hit and to damage is awarded for targets within 15 feet of the thrower. For the balance of the short-range distance, 16 to 30 feet (16 to 60 feet for a javelin) half the bonus is awarded. Halved bonuses are rounded down. Giants gain their full strength bonus to damage whenever the target is within 20 feet. (See other notes on Strength in Leomund's Tiny Hut. *Dragon #43.)*

A new non-player character class:
Archers and Archer-Rangers

The principal attributes of an Archer are strength and dexterity, both of which must be 15 or better. Intelligence, Wisdom and Charisma must be at least 6 and Constitution at least 9. Archer-Rangers require an even higher Intelligence, Wisdom and Constitution, a minimum of 14 in each. Archers and Archer-Rangers whose Strength and Dexterity are both 16 or better gain 10% to earned experience.

While Archers may be of any alignment, Archer-Rangers must be Good.

Archers can be human, elf, half-elf, or half-orc, as well as some other humanoid races. Humanoids are limited in level as an Archer as follows: Orcs can become 3rd-level Archers, Gnolls can become 5th-level Archers, Hobgoblins can become 4th-level Archers. Kobolds, Goblins, Dwarves, Gnomes and Halflings cannot become archers.

Archer-Rangers can be human or half-elf. Demi-humans and non-humans not mentioned above are limited to becoming 8th-level Archers or Archer-Rangers.

Archers and Archer-Rangers use an 8-sided die for hit point determination. At first level, two 8-sided dice are thrown, just as the Ranger class does. All Archers add 2 hit points per level after the 9th level.

All Archers may use a wide selection of armor, but the use of plate armor will negate an Archer's "to hit" bonuses and thus he/she will surely decline to use this type of armor. A shield can be carried, but obviously it must be set aside when arrows are fired. Archers have a great selection of weapons available, but this selection is not as broad as that of a Fighter. They may use, in addition to their long/composite/great bow, the following weapons: swords of any type, dagger, axes of any type, a spear or javelin, darts, or scimitars. Archers rarely use blunt weapons like a mace, hammer or flail. Archers do not use pole arms except for the throwing spear. It is very rare for an archer to use a short bow or any type of crossbow. Archers gain no bonuses to hit or damage from those latter missile weapons.

Archers and Archer-Rangers have the same saving throws as Fighters. They melee on the Fighter table. All Archers begin with only two weapons, a bow and almost always some type of sword. Thereafter they may add one weapon every 3rd level, just as other fighting classes do. However, their non-proficiency penalty is -3. All Archers can make only one hand-to-hand melee attack per round through the 8th level. At the 9th level through 15th levels, they can strike three times in two rounds. They gain two attacks per round only at 16th level and higher. At 7th level and above all Archers can fire three arrows per round instead of just two. All Archers can employ those magical items usable by all classes plus many other items as well. A magic bow and/or a magic arrow operates at + 1 in an Archer's hands, over and above any magical bonus to hit and/or damage it may already have. However, elven Archers do not gain this + 1 to hit with a longbow because of their smaller-than-human size.

At 9th level, an Archer can establish a "freehold" just as a Fighter, can (see *Players Handbook*, page 22). However, Archer-Rangers cannot build such a freehold *(Players Handbook*, page 25).

The following applies only to Archer-Rangers. In melee, Archer-Rangers gain + 1 to damage vs. the "giant class" just as Rangers do. Archer-Rangers are as stealthy as a Ranger. Archer-Rangers track like a Ranger does. Archer-Rangers attract a body of 2-24 followers just as a Ranger does. However, Archer-Rangers only gain Druidic spells, save for some very specific Magic-User spells outlined hereafter for both Archer-Rangers and Archers. Druidic spells are gained at the 8th level and follow the chart given for Rangers. Archer-Rangers do not gain any special advantage from non-written magic items pertaining to clairaudience, clairvoyance, ESP, and telepathy, such as a Ranger can.

All Archers can learn some specific Magic-User spells, but to do this Intelligence must be 9 or higher. When the spell is to be taught by a Magic-User, the Archer must check to see if he/she can learn it, as if he/she were a M-U. Failure forever negates that particular spell. Archers cannot read spells from scrolls in any case, and neither can they pen their own spells.

Archers may use particular spells beginning at the 7th level of ability. The number of spells usable and the list from which the Archer may choose changes as the Archer's level increases:

Level of Archer	# of Spells Usable	Which Spells Possible
7th-8th	1	*Magic Missile, Shield*
9th-10th	2	*Strength, Mirror Image plus above*
11th-12th	3	*Flame Arrow, Protection from Normal Missiles plus above*
13th and up	4	*Enchanted Weapon (bows & arrows only) plus above*

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At 3rd level any archer can make arrows for his/her bow, assuming the proper raw material is obtained. He/she can craft a dozen arrows in an 8-hour day. At 5th level any archer can make a long/composite/great bow. This process takes 9-14 days and also assumes proper materials are at hand. A crude bow that is -2 to hit and from which the Archer gains no bonuses whatsoever can be crafted by an Archer in less than an hour.

An Archer's major attribute is an enhanced ability to hit and damage a target with bow and arrow. This bonus applies only if an archer is not wearing plate armor, as previously noted. He/she must be using a well made bow and well crafted arrows. The bonus applies to any target of human size, and may be further modified upward or downward depending on the target size and relative motion of archer and target (see preceding discussion). The bonuses to hit and to damage must be awarded at each level promotion of the archer. Remember also that a + 1 Bow is +2 in the hands of an archer, over and above any bonus given here! The same "extra +1" is true of arrows.

Archers use the range of "point blank" in addition to the short/medium/long ranges for most missiles. For an archer, point-blank range is from 10 to 50 feet. Other ranges remain the same. (Hereafter are given range changes for exceptionally strong characters, which may be used for Archers at the DM's option.

Note: The bonuses to hit/damage given below do not include the -2 and -5 adjustments to armor class which must always be applied at medium and long range, respectively.

	Bonus to hit/damage at the range given:							
Archer	Point-blank		Short		Medium		Long	
Level	Hit	Dam.	Hit	Dam.	Hit	Dam.	Hit	Dam.
1	+1							
2	+1	+1	+1					
3	+2	+1	+1	+1				
4	+2	+2	+1	+1	+1			
5	+3	+2	+2	+1	+1	+1		
6	+3	+3	+2	+2	+1	+1	+1	
7	+4	+3	+3	+2	+2	+1	+1	
8	+4	+4	+3	+3	+2	+2	+1	+1
9	+5	+4	+4	+3	+3	+2	+2	+1
10	+5	+5	+4	+4	+3	+3	+2	+2
11	+6	+5	+5	+4	+4	+3	+2	+2
12	+6	+6	+5	+5	+4	+4	+3	+2
13	+7	+6	+6	+5	+5	+4	+3	+2
14 and up	+7	+7	+6	+6	+5	+5	+3	+3

No matter how well an Archer is capable of shooting, a roll of 1 on the "to hit" die is always a miss. (Normal missile-firing troops always miss on a 1 or 2.) As an example of how to use the above chart, a 7th-level Archer with a +1 bow firing a +2 arrow at point-blank range would have this bonus to hit and damage: + 1 for the bow and + 1 more because an archer is firing it; +2 for the arrow and + 1 more because an archer is firing it; +4 to hit due to skill and +3 to damage due to skill at point-blank range for an overall bonus of +9 to hit and +8 to damage!

All archers, and optionally any trained figure with a long/composite/great bow, can also do extra damage and gain greater accuracy through use of physical strength. This can only be accomplished via the use of specially made bows and arrows with a greater "pull." Normal bows and arrows cannot be used, nor can any short bows or any type of crossbow. Such a bow must be crafted by an Archer, an Archer-Ranger, or an elf bowmaker who is at least 6th level as an Archer, Archer-Ranger or Fighter. Proper "long arrows" must be crafted by an Archer, an Archer-Ranger or an elf fletcher of at least 4th level. Ordinary fletchers can only make normal arrows.

Strength applies to point-blank range and short range only! Full strength bonuses as given in the *Players Handbook* will apply; +3 to hit and +6 to damage is the maximum bonus allowed due to Strength. Girdles of Strength will NOT provide a further bonus for this purpose. At short range the bonus to hit and damage due to strength is halved (fractions are dropped). This bonus for Strength is in addition to an Archer's bonus for great skill.

Strength of an Archer or Archer-Ranger may also allow for an expansion of the long-range end of a bow's potential. Only specially made bows will give greater range. Only the top end of the long-range category is expanded; Medium-range distance stays as given in the Player's Handbook. Given below are ranges for each type of bow allowed to an Archer, Archer-Ranger or strong Fighter, according to the Strength of the character. Remember, the bow and arrows must be special.

Strength	Point-blank	Short	Medium	Long Comp. bow	Long bow	Great bow
	10-50					
9-15	feet	51-210	211-420	421-630	421-630	421-630
16				421-630	421-640	421-630
17				421-640	421-650	421-640
18				421-640	421-660	421-650
18/01-18/50				421-650	421-670	421-660
18/51-18/75				421-650	421-680	421-660
18/76-18/90				421-660	421-690	421-660
18/91-18/99				421-660	421-700	421-660
18/00				421-670	421-720	421-660

Only Archers and Archer-Rangers who reach 8th level or above can craft arrows that can be magicked to become *Arrows of Slaying*. The magic must be accomplished by a Magic-User with the following spells: *Enchant an Item, Wish* and *Trap the Soul*. Fresh blood from the figure type to be slain must be available. Thus, it is virtually impossible to craft an arrow for use versus a unique character like Bahamut, Tiamat, any Deity, etc.

Archer or Archer-Ranger Table

Experience Points	Experience Level	S-sided dice for accumulated hit points	Level Title
0-2,500	1	2	Bowman (Bowwoman)
2,500-5,000	2	3	Master Bowman
5,000-11,000	3	4	Fletcher
11,001-22,000	4	5	Master Fletcher
22,001-42,500	5	6	Bowyer
42,501-92,500	6	7	Master Bowyer
92,501-162,500	7	8	Sharpshooter
162,501-287,500	8	9	Arrowsmyth
287,501-512,500	9	10	Archer
512,501-850,000	10	10+2	Archer Esquire
1,850,001-1,187,500	11	10+4	Archer Knight
1,187,501-1,525,000	12	10+6	Archer Lord
1,525,001-1,862,500	13	10+8	Archer Master
1,862,501-2,200,000	14	10+10	Archer Grandmaster

340,000 experience points per level for each additional level beyond the 14th.

Archers and Archer-Rangers gain 2 hit points per level after the 9th.

It is not uncommon for Archer-Rangers to have a double title, like Fletcher-Scout or Ranger-Archer. Note that the Ranger-class title is given first. Any individual might only state part of his/her title. Note that the experience points necessary for each level are the same for Archer or for Archer-Ranger.

(By the way, Errol Flynn's *Robin Hood* was an Archer Grandmaster and *not* a Thief of any type. Consider Flynn's statistics as follows: S 16, I 17, W 15, O 18, C 18, Ch 17, 14th-level Archer Grandmaster, Leather +2 for AC: 6/2, HP: 110, Long Sword +2, Long Bow +3.

The thief: A special look

The thief character is more often abused by players than underrated, though some players miss capabilities that thieves should have. The easiest way to discuss a thief is to look at his/her special abilities.

How often does a thief **pick pockets?** I had a thief progress to 16th level over a two-year period and in that time he picked one pocket! Picking a pocket is best done just as an assassin plans a killing. The two acts have a great deal in common. If you tell a player, "A drunk is approaching and bumps into you as he passes," or some such statement, it will be obvious to all the players what has likely occurred. On the other hand if you allow the thief to pick his/her time of attack with some real forethought, it will be very difficult for the victim to realize when his/her pocket was picked.

To encourage pickpocketing, it is very wise to have many encounters for the party in a town. Mention every person the party passes on the street if the town is small. In a town with a thousand or more persons there will be a number of crowds encountered, or people will be passed almost every round of movement. Such situations are a thief's bread and butter. A good thief will not attempt to pick up something if he/she will stand out. This should be obvious from the victim's point of view as well. Allow more experienced thieves, that player characters might run into, to convey this concept (for a price) if your players have not already caught on to it.

Thieves also enjoy slipping in and out of camps to pick up things. A sleeping victim can add as much as 100% to a thief's chance of stealing something. A good thief will try to sneak past an outpost/lookout and get into the sleeping /drunken camp. A good thief will rarely kill the guard unless he/she has to.

One of the most important functions of a thief is not even mentioned in the *Players Handbook.* That function is **mapping!** The ability to sneak into a place and get the "lay of the land" is very important to any party. It is most valuable when a building is the subject of the party's eventual attack. However, the DM should be sure that a thief takes the opportunity to draw a map promptly. If the thief must do it from memory after the investigation, the map will likely be inaccurate. Also, the DM must require some reasonable Intelligence on the part of the thief to make a good map. Stupid thieves (Intelligence 7 or less) might not even know how to read, much less write or draw accurately.

On the Intelligence table *(PH,* page 10) we can see that those of Intelligence 7 or less can learn only one language over and above their minimum number. Intelligence can be used — for *all* characters —to determine the chance to be able to read and write any and all languages known. Multiply Intelligence by 12 to yield a percent chance that a character of any class will know how to read and write. Optionally, Wisdom may be added to this chance (cumulative) but at a lower rate; 3% per point of Wisdom. This method ensures that most characters can read and write, 'but not all.

Thieves, or any other characters for that matter, who fail to map as they go, or at least to pause during the investigation to map from time to time, should be forced to draw a map later from memory. If a single player is making the map, for game purposes, allow no one else who is present to make a map. This is especially important if any player has no character on the mapping expedition. A good party will rarely send the thief on a mapping foray alone. They will send along one or two back-up characters who can help if things go wrong.

Opening locks, as we all know, is a matter of "cleverness, plus knowledge and study of such items" *(PH,* page 27). Again, stupid thieves could be penalized, but likely that would be going too far and players would rebel. However, real Intelligence does come into play on puzzle locks and complex closures. Nothing forbids the inclusion of "complex locks" in addition to the run-of-the-mill, crude lock the thief will run into most of the time. "Complex locks" can subtract some set amount from the thief's percent chance to open the lock, cutting his chance by a third, half, two thirds or even more for truly unusual, challenging closures. Such complex locks should be expensive and rare. Picking a complex lock (or an ordinary one) in stress situations (practice does not count) can give a thief actual experience, if the DM chooses to award experience for such an act. An ordinary lock takes 1-4 rounds to open; a complex one can take 1-10 rounds (as suggested in the *DMG,* page 19) or perhaps even longer for unique ones.

Finding and removing traps are two separate acts. It is best for the DM not to go into detail on what kind of trap is found, because that might tip off the way to disarm the trap. Some traps can be obviously disarmed and thus the second act (removing) does not come into play. The DM is wise to say something like: "You find no traps," or "You think you disarmed it," as opposed to "There are no traps," or "You have disarmed it." Only if the character is absolutely sure (100% chance) should a definite announcement be made.

A new ability in this category is given below **— Setting Traps:**

Level of thief	Chance to set trap
1	26%
2	32%
3	38%
4	43%
5	48%
6	53%
7	57%
8	61%
9	65%
10	68%
11	71%
12	74%
13	76%
14	78%
15+	80%

Adjustments for Dexterity:	
9	-10%
10	- 6%
11	- 2%
12	+ 2%
13	+ 5%
14	+ 8%
15	+ 11%
16	+14%
17	+17%
18	+20%

Adjustments for race:	
Dwarf	+ 15%
Elf	- 5%
Gnome	+10%
Half-elf	0
Halfling	+ 8%
Half-orc	+ 4%

The best possible chance to set a trap is 99.9%. Let 1000 convert to 99.1%, 101% to 99.2%,..... 108% to 99.9%. Failure to set a trap successfully will cause

the trap to spring on the setting thief. His/her chance to escape from his/her own trap can be a function of Dexterity for mechanical traps, at a chance of 3% per point of Dexterity. If the thief does not jump free, he/she will suffer the full consequences of the trap.

Moving silently is only abused when the DM forgets that the rate of movement is only twelve feet a round *(DMG,* page 19). If the thief moves faster, reduce the chance of silence by as much as 3% per foot of movement above twelve feet per round. The actual surface being crossed wilt dictate the proper subtraction (ranging from ½% to 3% per foot). It should also be noted that the thief using a *Silence* 15' Radius spell will have that sphere of silence hit his/her victim while the thief is stilt 15 feet away; a sudden lapse into silence will often alert a victim. Circumstances must be considered in such a case. It should also be remembered that *Boots of Elvenkind* do assume some slow rate of movement — not twelve feet a round, but not running either — in order to function properly. A speed of up to half of the thief's normal walking speed would allow the boots to function as designed. A higher speed would begin to negate their effectiveness.

Hiding in shadows has been discussed numerous times. Shadows must be fairly deep to be effective. Do not forget that a figure hiding in shadows can still be detected by smelt, a *Wand of Enemy Detection, Detect Magic* (if he/she has a magic item(s)), etc.

The chance to **hear noises** assumes that the area is quiet. If the party is talking or moving about, this action will negate the chance. Hearing a sound can also involve discerning what is heard — but this ability does take thief's training. Reroll (at the same chance as to hear a noise) to see if the sound was discerned as to what a likely source or cause might have been. Discerning a noise might not only mean hearing bits of actual conversation, but might also allow a guess as to how many persons are engaged in speaking. The DM should not give away too much!

Obviously, non-thieves can hear things, but the ability of discernment should not be allowed to them. Give other characters half of a thief's chance (by level) to hear noises, but avoid a procession of one character after the other going to the door to listen! Such a procession might be heard from the other side. Note that Undead rarely make noise.

Climbing walls can be aided by spikes driven in with a hammer. But this makes "Thor's own good sound" and can be heard for miles in some tunnel complexes. Such driving of one spike will take 3-18 segments, longer for very hard rock. Thieves who try to cast darts, throw daggers, and perform similar acts while clinging to a wall by their toes should fall flat on their behinds! A player will claim great things are possible while hanging on a wall, not the least of which will be disarming traps, melee, drawing a map and other absolutely absurd things. Give. this turkey a chance to hold on equal to 2% per point of dexterity on difficult acts — but any act the DM considers impossible will cause him/her to fall, period. Falling can deal out quite a bit of damage, not the least of which will be to carried items which will suffer ordinary or crushing blows as our hero hits the floor below.

Back stabbing can be partially negated. It does not have to be an all-or-nothing affair. Only total surprise will give the full bonus to damage. This bonus is due to the thief's skill at placing the blow exactly where he/she wants it. This can only be done on a surprised victim. A figure who catches sight of the thief, even if that sight is subsequently lost, will be on guard and might be hard to sneak up on. This cannot be quantified but must be determined on a situation-by-situation basis. For example: A figure is running away from a party at full speed. A thief takes off after him and tries to hit from behind. The figure is not really surprised, but the fleeing figure is also not looking behind him/her+-self at every step,. Thus, a bonus of +3 to hit (instead of +2 or +4) and perhaps double damage if a hit occurs (instead of triple damage) would be quite fair.

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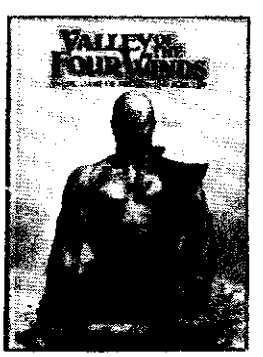

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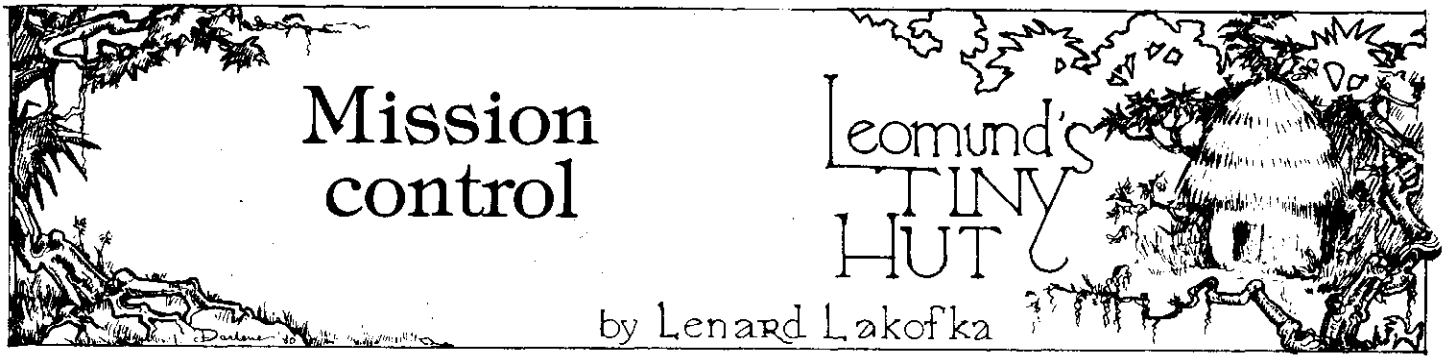


"Starting from Scratch" in this column in DRAGON #39, was an essay on how to design a beginning adventure and then to create a party capable of attacking it. The goal of this article is to give rules for designing an adventure for characters of any level and for any type of opposition.

First, a few definitions:

Kill Points are the points of experience awarded for killing/subduing a monster. Thus, Kill Point Value is a statement of the value of a monster in experience points. E.g., an orc with 7 hit points has a Kill Point Value of 17xp.

Experience Point Value is the current experience of a player character or the equivalent value of any particular non-player character/monster in the terms of experience points. E.g., a second level fighter has somewhere between 2,001 and 4,000xp to his/her credit.

Gold Piece Value is the value of an item, be it magic or mundane, expressed in Gold Pieces (gp).

The article will equate KPV to XPV. Using a figure's Experience Point Value in conjunction with a formula will give the reasonable Gold Piece Value of items owned/carried/used by the figure. The article will also define the Gold Piece Value of items which might be possessed by a character and will give the relative strength of various magic items. The question of which magic items should be in the hoard of a particular monster relative to its experience point value will also be addressed.

All of the information herein is expirical in nature and subjective. You might feel that any relationship is incorrect. Feel free to "massage" the numbers any way you see fit.

Starting any adventure is a difficult task. I suggest that you begin by determining the party that will go on the adventure and then build up the opposition to meet the party. You can go backwards just as easily, if you prefer to design the opposition and then make up a party to attack it.

A sample party

For sake of example, let's make up a party of six 7th-level characters: two fighters, one ranger, one cleric, one thief and one magic-user/thief.

Fighter 7th level	70,000xp
Fighter 7th level	70,000xp
Ranger 7th level	90,000xp
Cleric 7th level	55,000xp
Thief 7th level	42,500xp
Magic-user/Thief 7th/7th level	102,500xp
Total experience pts.	430,000xp

The major opponent of a party is determined by adding 10% to the party's current experience point value; that will be the maximum experience point value of the major opponent of the party. In this example the number is 430,000 + .1 x(430,000) = 473,000xp.

The major opponent could then be any of the following characters. (A method of determining a monster's experience point value will be given later in the article.)

Cleric 10th level	450,000xp
Druid 12th level	300,000xp

(A Druid 13th level would exceed 473,000xp by a considerable amount.)

Fighter 9th level	250,000xp
Ranger 10th level	325,000xp
Paladin 9th level	350,000xp

(Just because a character is of a good alignment does not mean that he/she could not be an opponent under certain circumstances.)

Magic-user 11th level	375,000xp
Illusionist 11th level	440,000xp
Master Thief 12th level	440,000xp
Monk 9th level	350,000xp
Vampire 8HD	385,200xp

(The method of computing for monsters will be explained later in the article, but the calculation is outlined here: Basic KP Value, 3800, plus 12 KP per hit point (let's say 40) gives a total of 4,280kp. The vampire has 5 exceptional abilities so its multiplier becomes 50+4x(10)=90. 90x (4280) =385,200.)

Any of the figures on that list could give the party in question a real run for its money as an individual. Naturally, the major opponent can hire additional figures to work for him/her/it. The total allowable experience point value of such hirelings/slaves/henchmen/consorts/ children/etc. would be as much as the main opponent, or another 473,000xp. Thus, the allowable grand total of opposition for the party of six listed in this example would be 946,000xp.

The following rules must be observed in selecting the minions of the major opponent:

1. All of them must have fewer levels/ hit dice than the major opponent. (An exception can be made for stupid monsters. They can have up to 1½ times the hit dice of the major opponent.)
2. Each of them must have a lower experience point value than the major opponent. (This includes stupid/non-intelligent monsters as well.)

For example, the major opponent selected is a Monk 9th level valued at 350,000xp. (These and all other character class values come from pages 20-31 of the Players Handbook.) Minions are added until the balance of the 946,000xp is used up.

The Monk will have the services of four major henchmen and two major monsters. Major henchmen and major monsters will never have less than half of the number of levels/hit dice of the major opponent.

Monk 9th level	350,000xp
Fighter 7th level	70,000xp
Magic-User 6th level	40,000xp
Cleric 8th level (second in command)	110,000xp
Assassin 7th level	50,000xp
Spectre (20hp)	148,000xp
Umber Hulk (42hp)	90,200xp
Total of major opposition	858,200xp

This would leave 87,800 for hirelings /minor monsters. The balance of the allowable points could be allocated as follows:

Captain of the Guard, Fighter 5th level	18,000xp
Two sergeants, Fighters 3rd level	8,000xp
Twenty men-at-arms (value 1,500 ea.)	30,000xp
Two assistants to the patriarch; Clerics 5th and 3rd levels	16,000xp
Two Ghouls, average 11 hp each	17,400xp
Grand total	947,600xp

(slightly high, but quite acceptable)

Experience point value

The Dungeon Masters Guide gives the kill point value of monsters and charac-

ter classes on page 85. However, the explanation of how the calculation would apply to a hostile wizard, lord, assassin, hobgoblin with a Horn of Valhalla, etc. is not given. Clearly the opponent's level /hit dice will give the "Basic X.P. Value" and the "X.P. per Hit Point" is also straightforward. The lists of Special and Exceptional Abilities could be broader.

Other typical Special Abilities are as follows:

Armor Class of 0 to 3 (for a character class).
+1 to hit due to strength or a magic weapon.
+1 to damage due to strength or a magic weapon.
Intelligence or Wisdom over 13.
The ability to cast low-level defensive spells or informational spells (or devices that have those powers and abilities).
Can move silently, i.e. is more likely to cause surprise.
Is less likely to be surprised.
Can cast/fire normal missiles.
Can attack multiple figures per round (e.g. a troll or an archer firing two arrows/round).
An item that enhances saving throw by a factor of +1 (i.e. a *Ring of Protection* +2 would count as two special abilities).
Moves faster than 15" or can fly (not both).
Can heal damage on self under 12 points (potions of healing, *Cure Light Wounds,* etc.).

Other typical Exceptional Abilities are as follows:

Armor class of -1 or better (for a character class).
A weapon that kills, paralyzes, drains levels, has a Purpose versus someone in the party, Charms by contact, or creates a Fear Aura.
Can summon (by spell or device) a monster of 4 or more hit dice/levels or multiple monsters of at least 6 hit dice total (e.g. a *Horn of Valhalla,* a Golden Lion, *Monster Summoning I, Shadow Monsters, Gate, Conjure Elemental,* etc.).
Can cast any spell that produces paralyzation, death, form change, or delivers over 30 points of damage *(Fire Ball, Lightning Bolt, Cone of Cold,* etc.) or has a device that accomplishes one of the above *(Scarab of Death, Wand of Paralyzation, Staff of Power,* etc.)
Has multiple weapon attacks per round (a Hasted thief, a fighter above 7th level, a monk above 9th level).
Does multiple damage from behind (a one-time award that does not change if damage is double, triple, quadruple, etc.)
Intelligence/Wisdom over 16.
Any powerful magic item that can affect/prevent melee *(Helm of Teleportation, Rod of Beguiling, Cubic Gate, Amulet of the Planes,* etc.)

Experience point value of non-character classes

An empirical formula is used to determine the relative "level" of any non-character-class figure (i.e., a classic "monster"). This formula will allow the DM to relate any monster to any character class.

The DMG gives the kill point value (KPV) for monsters on pages 196-215 and the method used to obtain those values on page 85. A method of amending Special and Exceptional abilities was just given. From the obtained KPV, the EPV can be determined by multiplying by a factor of from 50 to 150. Assigning the multiplier is somewhat artificial and difficult. Low-level monsters and those that have magic items are difficult to quantify. The system is as follows:

The base multiplier is 50.

Add 10 to the multiplier for every Exceptional Ability of a character/monster with less than 5 hit dice.

Add 10 to the multiplier for every Exceptional Ability — over and above the first one — for every monster with 5 or more hit dice.

Add 5 to the multiplier for every special ability of characters/monsters with less than 6 hit dice.

The maximum multiplier is 150.

Here are some examples of how to apply the multipliers:

An Umber Hulk with 42 hit points would be evaluated as follows: 1,300KP + 12x(42) = 1,804KP. Multiplier is 50 (only one Exceptional Ability, and the monster has over 5 hit dice), so 50 x (1,804) = 90,200xp.

A Spectre with 20 hit points would be evaluated as follows: 1,650KP + 10x(20) = 1,850KP: Multiplier is 80 (four Exceptional Abilities, but the first does not count), so 80x(1,850) = 148,000xp.

An orc with a Shield +1 and Short Sword +1 would be evaluated as follows: Base KP = 10, 5 hit points x(1) = 5 for XP/HP. Special Abilities are four: (armor class 3 due to shield over basic armor of 5, +1 to hit and +1 to damage for a magic weapon, +1 on saving throws from damage spells — because of shield) for 4x(4) = 16SAXPB. The multiplier is 50 +4x(5) = 70 (for four Special Abilities) so the orc is valued at 70x(10+5+16) = 2,170xp. A normal orc would be worth only 50x(15), or 750xp.

While I have tried to show care in the assigning of these empirical values you might find that any monster/character is over or undervalued in your opinion. You can change the values as you see fit.

To apply the formula to a really tough monster, take Bahamut for an example. He is valued at 58,080KP. His multiplier is 150 (14 Exceptional Abilities, but the maximum multiplier is 150) for a value of 8,712,000xp, or equal to a 32nd-level magic-user, a 45th-level cleric, etc. Since I don't believe in characters above 20th level, Bahamut is quite safe from attack by any single player character (especially since he has been officially made a lesser deity in the new DEITIES & DEMIGODS™ cyclopedia and thus gains a better saving throw and perhaps even a Magic Resistance).

Experience point value of a figure and the gold piece value of his/her/its treasure

A relation between a figure's experience point value and his/her/its treasure can be formulated. The total number of magic items owned/taken by a figure should not exceed his/her/its level/hit dice; with 10 being the limit in any case. (Items that come in sets, like arrows, crossbow bolts, Ivory Goats, etc. count as one item.)

Gold Piece value of carried/owned items including all real wealth:

Experience points of a character class, henchman, hireling or monster	Of player characters and and their henchmen and hirelings	Of any opponent and his/her/its minions
Less than 2,500xp*	Three times xp value	Four times xp value
2,501-5,000xp	Twice xp value	Three times xp value
5,001-10,000xp	No multiplier	Twice xp value
10,001-25,000xp	.9 times xp value	No multiplier
25,001-50,000xp	.75 times xp value	.9 times xp value
50,001-80,000xp	.60 times xp value	.8 times xp value
80,001-140,000xp	.45 times xp value	.65 times xp value
140,001-225,000xp	.30 times xp value	.50 times xp value
225,001-500,000xp	.20 times xp value	.35 times xp value
500,001-1,000,000xp	.15 times xp value	.25 times xp value
1,000,001-2,000,000xp	.12 times xp value	.20 times xp value#
2,000,000+	.10 times xp value#	.175 times xp value#

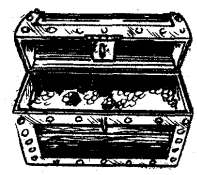
*— Never consider any figure to be worth less than 1,000xp.
—The suggested maximum value is 200,000 carried Gold Piece equivalents per character.

The treasure of the major opponent, including the value of items he/she wears/wields, can be determined by this basic formula as well. To obtain the total value of the treasure of the major opponent and all of his/her major hirelings, double the value amount of the major opponent. You may also calculate the individual treasures of major hirelings /monsters using this formula. Their treasure calculation must be halved, however, since they are only hirelings/ henchmen. Treasure means all items and property owned by the major opponent and his/her henchmen and hirelings. This includes coins, gems, magic items, furniture, foodstuffs, armor, weapons, etc.

Above all, the DM must realize that this article does not guarantee treasure or magic for any opponent/henchman/ hireling/monster!! This article is only intended to give realistic MAXIMUM treasures in gold and magic for particular figures.

Following is the Gold Piece Value of the treasure owned by the major opponent and his major henchmen/monsters as used in the previous examples:

Monk, 350,000xp — .35x(350,000) =122,500GP
Champion, 70,000xp — .8x(70,000) halved =28,000GP
Magician, 40,000xp — .9x(40,000) halved =18,000GP
Cleric, 110,000xp — .65x(110,000) halved =35,750GP
Assassin, 50,000xp — .9x(50,000) halved =22,500GP
Spectre, 148,000xp — .5x(148,000) halved =37,000GP
Umber Hulk, 90,200xp —.65x(90,200) halved =29,315GP
Total value of treasure 170,565GP



WHAT MAGIC ITEMS SHOULD BE GIVEN TO A PARTY OR AN OPPONENT?

The following list will give an indication of what magic items to give to the opposition and to the party who might attack that opposition. The items on pages 121-125 of the DMG are divided into categories so that they can be awarded according to the equivalent experience points of the individual character/opponent/monster. The item's XP values and GP values will, for the most part, stay the same. In some cases, higher GP values for items are suggested.

Type of magic item to be awarded:

Current XP value of a player/opponent/monster	Player Character	Henchman Hireling of PC	Major Opponent	Henchman Hireling Monster of Opp.
Less than 2,500	1	1	2	1
2,501, - 12,500xp	2	1	3	2
12,501 - 30,000xp	3	2	4	3
30,001 - 50,000xp	4	3	5	3
50,001 - 80,000xp	5	3	5	4
80,001 - 120,000xp	5	4	6	4
120,001 - 250,000xp	6	4	6	5
250,001 - 500,000xp	6	5	6	5
500,001 - 1,000,000xp	7	5	7	6
1,000,001 - 2,000,000xp	7	6	7	6
2,000,001 - 3,000,000xp	8	6	8	7
3,000,001 +	8	7	8	7

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To use the chart determine the current XP value of a player character. Now find the group of items that will (hopefully) not unbalance a campaign/adventure that he/she is playing in. Obviously, any item(s) in a lower category can be selected for the player character. The same method applies for the player character's henchmen and hirelings as well as the major opponent.

Group one treasures

Potions: Animal Control (Avian), Delusion, ESP, Healing, Poison, Sweet Water.

Scrolls: 1 or 2 spells of first to fourth level spells, Cursed.

Rings: Contrariness, Delusion, Swimming, Weakness.

Wands: Magic Detection (10-100 charges), Metal & Mineral Detection (10-100 charges), Wonder (2-5 charges).

Miscellaneous Magic: Boots of Elvenkind, Bracers of Defense (Armor class 8), Brooch of Shielding absorbing 5-100 points, Cloak of Protection +1, Helm of Comprehending Languages and Read Magic, Helm of Opposite Alignment, Ioun Stone (Sustain without food and water) (Burned out), Necklace of Missiles (3-5HD), Rope of Climbing.

Armor & Shield: Chain +1, Leather +1, Scale +1, Splint +1, Shield -1, Shield +1.

Swords: All group one swords have a maximum Intelligence of 12. They can be +1, -1, or Berserking.

Miscellaneous Weapons: Arrows +1, Axe +1, Dagger +1/+2, Hammer +1, Mace +1.

Group two treasures

Potions: Animal Control (Fish), Clairaudience, Levitation, Plant Control.

Scrolls: 1 spell of 5th level, 2 spells of 1st to 5th level, 3 or 4 spells of 1st to 4th levels, 5 or 6 spells of 1st and 2nd level.

Rings: Feather Falling, Protection +1.

Wands: Magic Missile (4-16 charges), Wonder (2-9 charges).

Miscellaneous Magic: Boat (Folding), Boots of Dancing, Boots of Levitation, Bracers of Defense (Armor Class 7 or 6), Decanter of Endless Water, Dust of Ap-, pearance or Disappearance, Figurine of Wondrous Power (Serpentine Owl — aligned 15% likely), Gauntlets of Swimming and Climbing, Horn of Bubbles, Ioun Stones (+1 Protection), Stone of Good Luck or Weight.

Armor and Shield: Plate +1, Ring +1, Studded Leather +1, Shield +1/+4.

Swords: All group two swords must have a maximum Intelligence of 13. They can be +1/+2 vs Magic Users and Enchanted Monsters.

Miscellaneous Magic: Battle Axe +1, Bow +1, Flail +1, Morning Star +1, Spear, backbiting.

Group three treasures

Potions: Animal Control (Reptile & Amphibian), Climbing, Diminution, Extra Healing, Flying, Invisibility, Oil of Slipperiness, Polymorph Self, Undead Control (Skeletons or Zombies).

Scrolls: 3 or 4 spells of the same level (1st through 5th), 5, 6, or 7 spells mixed (1st to 4th levels), Protection from Werats, Protection from Petrifacation.

Rings: Free Action, Protection +2, Warmth.

Staff: Striking (3-12 charges).

Wands: Enemy Detection (1-100charges), Fire (2-7 charges), Frost (2-7 charges), Lightning (2-7 charges), Magic Missile (6-24 charges), Negation (5-100 charges), Paralyzation (2-5 charges), Secret Door & Trap Detection (3-12 charges), Wonder (3-12 charges).

Miscellaneous Magic: Alchemy Jug, Amulet of Inescapable Location, Amulet of Life Protection (20% likely to be aligned), Arrow of Direction, Bag of Beans, Bag of Transmuting, Boots of Striding and Springing, Bracers of Defense (Armor Class 5 or 4), Brazier of Sleep Smoke, Bucknard's Everfull Purse (Silver/Electrum/Gold), Cloak of Elvenkind, Cloak of Protection +2, Deck of Many Things, Figurine of Wondrous. Power (Onyx Dog — 15% likely to be aligned), Flask of Curses, Gauntlets of Fumbling, Incense of Obsession, Manual of Bodily Health, Manual of Gainful Exercise, Medallion of Thought Projection, Necklace of Missiles (2-6HD), Periapt of Wound Closure, Phylactery of Monstrous Attention, Quaal's Feather Token (20% likely to be aligned), Trident of Yearning.

Armor & Shield: Chain +2, Plate of Vulnerability, Scale +2, Splint +2, Shield +2.

Swords: All swords of group three are Intelligence 14 or lower. They include +1/+3 vs Regenerating, Cursed -2.

Miscellaneous Weapons: Arrows +2, Arrows of Slaying (monsters under 3HD), Axe +2, Dagger of Venom, Hammer +2, Military Pick +1, Spear +1.

Group four treasures

Potions: Animal Control (Mammal/ Marsupial, Reptile/Amphibian/Fish, Mammal/ Marsupial, Avian), Clairvoyance, Dragon Control (Brass or White), Fire Resistance, Giant Strength (Hill), Growth, Heroism, Philter of Love, Speed, Undead Control (Ghouls, Ghasts or Shadows), Water Breathing.

Scrolls: 1 to 4 spells of 1st to 5th level, 5 to 7 spells of 1st to 3rd level, Protection from Wereboars or Werewolves, Protection from Possession.

Rods: Cancellation, Resurrection (2-8 charges), Smiting (4-32 charges), Curing (6-24 charges), Striking (4-16 charges).

Rings: Fire Resistance, Protection +3, Shooting Stars, Spell Storing (1st and 2nd-level spells), Telekinesis (250GP maximum), Wizardry for first-level Magic-user spells (40% likely to be aligned — a variant for a cleric, druid or illusionist can be considered).

Wands: Conjuration (2-12 charges), Fear 2-12 charges), Fire 3-8 charges), Frost (3-8 charges), Illumination (4-16 charges), Lightning (2-12 charges), Magic Missile (6-36 charges), Paralyzation (2-9 charges), Polymorphing (1-8 charges), Secret Door & Trap Detection (4-24 charges), Wonder (4-24 charges).

Miscellaneous Magic: Apparatus of Kwalish, Bag of Holding (250 Ibs.), Bag of Tricks (Type 1-5), Book of Exalted Deeds, Bracers of Defense (Armor Class 3), Broom of Animated Attack, Broom of Flying, Bucknard's Everfull Purse (Copper/Electrum/Platinum), Chime of Hunger, Cloak of the Manta Ray, Cloak of Protection +3, Cube of Frost Resistance, Drums of Deafening, Eversmoking Bottle, Figurine of Wondrous Power (Obsidian Steed — aligned 25% likely), Gauntlets of Dexterity, Gauntlets of Ogre Power, Girdle of 'Femininity, Helm of Underwater Action, Horn of Valhalla (Silver — aligned 50%), Incense of Meditation, Instrument of the Bards (Fochlucan), Javelin of Piercing, Jewel of Attacks, Keoghtom's Ointment, Libram of Conjurations, Libram of Ineffable Damnation, Libram of Silver Magic, Mirror of Opposition (battle occurs outside of the mirror), Necklace of Adaptation, Necklace of Missiles (3-7HD), Necklace of Prayer Beads (with Atonement, Blessing and/or Curing), Necklace of Strangulation, Pearl of Power 1st or 2nd-level spell), Periapt of Foul Rotting, Phylactery of Faithfulness, Robe of Powerlessness, Rug of Smothering, Scarab of-Insanity, Wings of Flying (aligned 20%).

Armor and Shield: Plate +2, Splint +3.

Swords: Maximum sword Intelligence in this group is 16. They include +1/+3 vs Lycanthropes, +1/+4 vs. Reptiles, +1 Flame Tongue, +2.

Miscellaneous Weapons: Arrows of Slaying (monsters under 6HD), Crossbow bolts +2, Crossbow of Accuracy, Dagger +2/+3, Javelin +2, Mace +2, Sling of Seeking.

Group five treasures

Potions: Animal Control (any type of animal), Dragon Control (Copper or Black), Gaseous Form, Hill Giant Control, Stone Giant Strength, Frost Giant Strength, Fire Giant Strength, Invulnerability, Philter of Persuasiveness, Super Heroism, Wight or Wraith Control.

Scrolls: 1-4 spells of 6th or 7th-level Magic-user spells or 6th-level spells of other spell casters, up to seven spells mixed in the 1st to 5th levels, Protection from one type of Elemental, Protection from Weretigers or Werebears, Protection from Undead.

Rings: Summoning (40% are aligned; if the alignment is good a Djinni will be summoned, if evil an Efreet and if neutral a Gynosphinx. Aligned monsters will not serve the summoner. The monster might

provide a minor service that could be considered as "unaligned" in nature. It might try to take the ring by force.), Invisibility, Protection +2, 5' radius, +4 to AC/+2 ST, +6AC/+1st, Regeneration (Vampiric), Spell Storing (1st to 4th-level spells only), Telekinesis (500GP), Wizardry (2nd-level spells, aligned 50% likely — a variety for a cleric, a druid or an illusionist is possible).

Rod: Resurrection (2-12 charges).

Staves: Power (6-24 charges), Serpent (4-24 charges), Striking (4-20 charges), Withering (2-12 charges).

Wands: Conjuration (4-24 charges), Fear (3-18 charges), Fire (4-16 charges), Frost (4-16 charges), Illumination (6-36 charges), Lightning (4-16 charges), Magic Missile (7-42 charges), Paralyzation (3-18 charges), Polymorphing (1-20 charges), Secret Door & Trap Detection (5-40 charges), Wonder (5-40 charges).

Miscellaneous Magic: Amulet of Proof, Bag of Devouring, Bag of Holding (500 lbs.), Bag of Tricks (6-8), Beaker of Potions (group 1 to 5), Book of Vile Darkness, Boots of Speed (20% likely to be aligned), Bracers of Defense (Armor Class 2), Bucknard's Everfull Purse (Copper, Electrum Gems), Candle of Invocation, Carpet of Flying (1 person), Chime of Opening, Cloak of Displacement, Cloak of Poisonousness, Cloak of Protection +4, Crystal Ball (aligned 30%), Crystal Hypnosis Ball, Drums of Panic, Dust of Sneezing, Eyes of Charming, Eyes of the Eagle, Eyes of Minute Seeing, Eyes of Petrification, Figurine of Wondrous Power (Ebony Fly — aligned 30%), Girdle of Hill Giant Strength (value 30,000GP, not usable by thieves), Girdle of Stone Giant Strength (value 32,500GP, not usable by thieves), Helm of Telepathy, Helm of Teleportation (aligned 35%), Horn of Collapsing, Horn of the Tritons, Horn of Valhalla (Brass, aligned 50%), Horseshoes of Speed, Ioun Stones (adds 1 to an ability, absorbs up to 4th-level spells), Instrument of the Bards (Mac-Fuirmidh or Doss), Javelin of Lightning, Jewel of Flawlessness, Manual of Quickness of Action, Manual of Stealthy Pilfering, Necklace of Missiles (2-8HD or 3-9HD), Necklace of Prayer Beads (with Karma), Net of Entrapment, Net of Snaring, Nolzur's Marvelous Pigments, Pearl of Power (3rd or 4th-level spell), Pearl of Wisdom, Periapt of Health, Periapt of Proof from Poison, Phylactery of Long Years, Pipes of the Sewers, Robe of Blending, Robe of Useful Items, Rope of Constriction, Rope of Entanglement (aligned 20%), Saw of Mighty Cutting, Scarab of Enraging Enemies, Scarab of Protection, Talisman of Pure Good, Talisman of Ultimate Evil, Talisman of Zagy, Trident of Fish Commanding, Trident of Submission, Vacuous Grimoire.

Armor & Shield: Chain +3, Plate +3, Shield +3.

Swords: Maximum Intelligence of a sword in this group is 17, but it can have no special Purpose. They include +1 Luck Blade, +2 Giant Slayer, +2 Dragon Slayer, +3, +3 Frost Brand, +4, Dancing.

Miscellaneous Weapons: Arrows of Slaying (monsters under 9HD), Axe +2 throwing, Axe +3 (aligned 20%), Crossbow of Distance, Crossbow of Speed, Mace +4 (aligned 25%), Spear +2, Trident +3.

Group six treasures

Potions: Dragon Control (Bronze or Green), Giant Control (Stone or Ettin), Cloud Giant Strength, Human Control, Longevity, Spectre Control.

Scrolls: 1-7 spells (Magic-user up to 7th level, other spell casters up to 6th level), Protection from Demons, Protection from Devils, Protection from Elementals (all types), Protection from all Lycanthropes.

Rings: Elemental Command (aligned 20%), Mammal Control, Multiple Wishes (4 or fewer), Protection +3, Regeneration, Spell Storing (up to 5th-level spells), Spell Turning, Telekinesis (1,000GP), Three Wishes, Wizardry (third-level spells, 60% likely to be aligned; or for first and second level spells, also 60% likely to be aligned. Variety for a druid is possible but not a cleric or illusionist).

Rods: Absorption (2-12 charges), Beguiling (1-10 charges), Lordly Might (7-42 charges — 35% aligned), Resurrection (4-16 charges).

Staves: Commanding (4-24 charges

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—aligned 20%), Striking (4-24 charges), Withering (4-16 charges).

Wands: Conjuration (6-36 charges), Fear (5-30 charges), Fire (5-30 charges), Frost (5-30 charges), Illumination (8-48 charges), Lightning (5-30 charges), Magic Missile (8-64 charges), Paralyzation (5-30 charges), Polymorphing (5-30 charges), Secret Door and Trap Detection (6-60 charges), Wonder (6-60 charges).

Miscellaneous Magic: Amulet of the Planes, Artifact (minor only), Bag of Holding (1,000 or 1,500 lbs.), Bag of Tricks (Types 9 and 10), Book of Infinite Spells, Bowl Commanding Water Elementals Bowl of Watery Death, Brazier Commanding Fire Elementals, Carpet of Flying (2 or 3 persons), Censer Controlling Air Elementals, Censer Summoning Hostile Air Elementals, Cloak of Protection +5 (aligned 35%), Crystal Ball with Clairaudience (aligned 45%), with ESP (aligned 35%), Daern's Instant Fortress (aligned 45%), Efreeti Bottle, Figurine of Wondrous Power (Golden Lions —aligned 45%), Gem of Brightness, Girdle of Frost Giant Strength (Value 35,000GP; not usable by thieves), Girdle of Fire Giant Strength (Value 37,500GP; not usable by thieves), Helm of Brilliance, Horn of Blasting, Horn of Valhalla (Bronze — aligned 50%), Horseshoes of the Zephyr, Ioun Stones (Add 1 level, Regeneration, Stores 2-12 spell levels), Instrument of the Bards (Canaith or Cli), Iron Flask, Manual of Golems, Manual of Puissant Skill at Arms, Mattock of the Titans, Medallion of ESP (30' r, aligned 20%), Mirror of Mental Prowess (aligned 35%), Mirror of Opposition (draws victim into mirror for melee), Necklace of Missiles (2-10HD or 3-11HD), Necklace of Prayer Beads (with Wind Walking), Pearl of Power (fifth or sixth-level spell, or two spells first to sixth level), Portable Hole, Robe of the Archmagi, Robe of Scintillating Colors, Spade of Colossal Excavation, Stone Controlling Earth Elementals, Tome of Clear Thought, Tome of Leadership, Tome of Understanding.

Armor and Shield: Plate +4, Plate of Etherealness, Splint +4, Shield +4.

Swords: Swords of this or any higher group may have any intelligence and any Purpose. They include +4 Defender, Wounding.

Miscellaneous Weapons: Arrows +3, Arrows of Slaying (character classes, monsters under 13HD), Hammer Dwarven Thrower, Mace Disruption, Spear +3 (aligned 20%)

Group seven treasures

Potions: Dragon Control (Silver or Blue), Giant Control (Frost or Fire), Giant Strength (Storm), Oil of Etherealness, Treasure Finding, Vampire Control.

Scrolls: 1-6 spells of any level, 7 spells of up to 6th level, Protection from Shapechangers.

Rings: Human Influence (aligned 30%), Invisibility (plus inaudibility), Multiple Wishes (six or fewer), Spell Storing (sixth level or lower for non-Magic-users, seventh level and lower for Magic-users), Telekinesis (2,000 or 4,000GP maximum), Wizardry (fourth-level MU spells usable only by Magic users, aligned 65%; first to third-level spells with a variety usable by druids, also aligned 65%), X-Ray Vision.

Rods: Absorption (3-18 charges), Beguiling (5-14 charges), Resurrection (5-20 charges).

Staves: Magi (13-24 charges), Withering (5-20 charges).

Wands: Conjuration (8-48 charges), Fear (7-56 charges), Fire (6-36 charges), Frost (6-36 charges), Illumination (8-80 charges), Illusion (5-40 charges), Lightning (7-42 charges), Magic Missile (9-72 charges), Paralyzation (7-56 charges), Polymorphing (7-42 charges), Secret Door and Trap Detection (7-42 charges), Wonder (7-72 charges).

Miscellaneous Magic: Artifact (medium power), Carpet of Flying (4 persons), Crystal Ball with telepathy (aligned 50%), Cube of Force, Cubic Gate, Figurine of Wondrous Power (Ivory Goats, aligned 20%, Marble Elephant, aligned 15%), Gem of Seeing, Girdle of Cloud Giant Strength (Value 40,000GP, not usable by clerics or thieves), Horn of Valhalla (Iron, aligned 50%), Ioun Stones (absorb up to 8th-level, spells), Instrument of the Bards (Anstruth), Maul of the Titans, Medallion of ESP (30' range with empathy or 60' range, aligned 40%), Mirror of Life Trapping, Necklace of Prayer Beads (with Summons), Pearl of Power (seventh or eighth-level spell), Robe of Eyes, Scarab of Death.

Armor and Shield: Plate +5, Shield +5.

Swords: +2/, Nine Lives Stealer, +5, +5 Defender, +5 Holy Avenger, Life Stealing, Sharpness.

Miscellaneous Weapons: Arrows of Slaying (monsters under 18HD but never unique beings like archdevils, demon princes, named dragons, deities), Hammer of Thunderbolts.

Group eight treasures

Potions: Dragon Control (Gold or Red, Evil or Good —never a named dragon), Giant Control (Cloud or Storm), Ghost Control.

Scrolls: Up to seven spells of any level, Protection from Magic.

Rings: Multiple Wishes (seven or eight), Wizardry (fifth-level MU spells or fourth and fifth level MU spells; either is 70% likely to be aligned).

Rods: Absorption (4-24 charges), Beguiling (5-20 charges), Resurrection (6-24 charges), Rulership (6-24 charges — aligned 40%).

Staff: Withering (6-24 charges).

Wands: Conjuring (9-90 charges), Fear (9-90 charges), Fire (7-56 charges), Frost (7-56 charges), Illumination (10-100 charges), Illusion (8-80 charges), Lightning (9-72 charges), Magic Missile (10-100 charges), Paralyzation (9-90 charges), Polymorphing (8-64 charges), Secret Door and Trap Detection (8-96 charges), Wonder (8-96 charges).

Miscellaneous Magic: Artifact and Relic (most powerful), Girdle of Storm Giant Strength (Value 42,500GP), Instrument of the Bards (Ollamh), *Medallion of ESP* (90' range, aligned 60%), Pearl of Power (ninth-level spell), Sphere of Annihilation, Talisman of the Sphere, Well of Many Worlds.

Swords: Vorpal Weapon.

Miscellaneous Weapons: Arrows of Slaying any monster (never a deity, archdevil, demon prince or named dragon).

Alignment of treasure items

Within the above list of magic items, mention is made of aligned items. The suggestion that these items can be aligned will give the DM even more control over a design. He/she can give a powerful item to a major opponent to make that opponent very tough but when the party finally defeats him/her/it they will find that the item is aligned against them and thus they can't gain from it (in fact, the item might even harm them). Only a small quantity of items should actually be aligned. Perhaps 20% would be a good number to design by. The possibility of alignment is only a DM option to use on certain strong and powerful magic items to offer the DM more control over them.

Aligned items or items with egos (if you decide to include such things) should be calculated at half value since the party cannot benefit from them. Bogus items do count toward the GP total.

Recall that the monk's treasure plus that of his major henchmen and monsters was valued at 170,765GP. We can go farther to say that his main hirelings (the captain of the guard and the two sergeants) might also have some treasure value. The XP total of a hireling is divided by four to determine the GP amount.

For example:

The Captain of the Guard, a 5th-level fighter, has 18,000xp. The gold-piece value of treasure for an opponent with that many XP is equal to the number of XP, with no multiplier used (from second column of Gold Piece Value chart). Because this character is a minor hireling, the resulting number is divided by four, so the Captain can possess up to 4,500gp worth of treasure and other items.

Two Sergeants, 3rd-level fighters, have 4,000xp each. The gold-piece value of treasure for an opponent with that many XP is equal to the number of XP multiplied by three, or 12,000. That number is then divided by four, yielding a figure of 3,000gp for the maximum value of each Sergeant's belongings.

Remember, no henchman, hireling, or monster is guaranteed any magic item(s). The Gold Piece value of possible treasure is for calculation purposes only, and is not an absolute formula.

Here is how the treasure amount of the monk and his minions might be parceled out:

1. Furnishings for his cave/castle/hideout/etc., 10,000GP.

2. Foodstuffs for 1 month, 2,000GP. This first 12,000GP is almost entirely in untransportable commodities and little, if any of it can be converted to real gold.

3. The Monk's treasure. He has 350,000XP, so his personal magic items should come from Group 6 or lower, i.e. he could possess many different magic items. The value of his items should not exceed (by very much) 122,500GP (.35 times XP amount, from chart as per the examples above). The 17,000GP already spent would come inpart from this 122,500GP. The DM is not obligated to select any item from Group 6. But it is suggested that at least one item come from that list — and none from the Group 7 or 8 lists.

The monk's items could include Carpet of Flying (Group 6), 25,000GP; Bracers of Defense Armor Class 3 (Group 4), 21,000GP; Ring of Invisibility (Group 5), 5,000GP; Staff of Striking (Group 3), 15 charges, 6,000GP; Coins and gems (not necessarily carried), 9,500GP.

4. The Champion's items. With 70,000XP, he can have 28,000GP maximum, from up to Group 4 (he's a henchman). Plate +2 (Group 4), 10,500GP; Sword, Flame Tongue (aligned for chaotic evil)(Group 4), 2,250GP (valued at half normal since the party can't use it); Ring of Fire Resistance (Group 4), 5,000GP; Coins and gems (not necessarily carried), 750GP.

5. The Magician's items. 40,000XP, 18,000GP maximum, Group 3. Ring of Free Action (Group 3), 5,000GP; Ring of Protection +2 (Group 2), 12,000GP; Wand of Negation (Group 3), 7 charges, 1,050GP; Coins and gems (carried), 1,200GP.

6. The Patriarch's treasure. 110,000XP, 35,750GP maximum, Group 4. Splint +3 (Group 4), 8,500GP; Shield +1 (Group 1), 2,500GP; Mace +2 (Group 4) 4,500GP; Scroll of 4 spells (2 third, 1 fourth, 1 fifth)(Group 4), 3,500GP (The formula for calculating this value is not given herein.); Temple trappings, 1,300GP; Coins and gems, 3,100GP.

7. The assassin's items. 50,000XP, 22,500GP maximum, Group 4. Cloak of Displacement (Group 5), 17,500GP; Dagger of Venom (Group 3), 3,000GP; Coins and gems, 1,200GP.

Note that the Displacer Cloak is from Group 5 but it was selected anyway because it made a more interesting character. The DM has the final say-so on all treasures.

8. The Spectre. 148,000XP, 37,000GP maximum, Group 5. However, the spectre guards no real treasure at all: 0GP.

9. The Hulk. 90,200XP, 29,315GP maximum, Group 4.

The hulk guards no treasure, per se, but near him is a Mirror of Opposition (Group 4), 2,000GP; plus Coins and gems (major trove), 7,300GP.

10. Captain of, the Guard. 18,000XP, 4,500GP maximum, Group 3. Sword, +1/+2 vs Magic-users and enchanted monsters (Group 3), 3,000GP; Coins, 220GP.

11. Sergeants of the Guard. 4,000XP each, 3,000GP maximum each, Group 2. Sword, +1 (Group 1) for one sergeant, 2,000GP; Potion of Hill Giant Strength (Group 5)* for the other, 900GP (Again, the DM overrules the system.); Coins and gems for both, 300GP.

12. Twenty men-at-arms. 1,500XP each, 1,500GP maximum each, Group 1. None own any magic; coins for all men-at-arms total 795GP.

13. 2 Ghouls. 8,700XP each, 4,350GP maximum each, Group 2. No treasure: 0GP.

14. Assistant to the Patriarch, 5th-level cleric. 13,000XP, 3,250GP maximum, Group 3. May possess treasure; see following entry.

15. Assistant to the Patriarch, 3rd-level cleric. 3,000XP, 2,250GP maximum, Group 2. Since both of these clerics are hirelings of a henchman, they are not automatically considered to possess treasure. The DM always has the option to assign items to such characters if desired. In this case, the two assistants to the Patriarch have a Mace +1 (Group 1), usable by either character, 3,000GP; and Coins for both totaling 200GP.

The grand total of all the Gold Piece values is 181,065GP — about 1,000 over the recommended maximum, but certainly reasonable and equitable considering the opponents and items involved. I hope you will think so, too!

The party's treasure total

The party itself would be taking along treasure valued at the following amounts:

Fighter 7th level (70,000xP)	.6x(70,000)	=	42,000GP
Fighter 7th level (70,000xP)	.6x(70,000)	=	42,000GP
Ranger 7th level (90,000XP)	.45x(90,000)	=	40,500GP
Cleric 7th level (55,000XP)	.6x(55,000)	=	33,000GP
MU/Thief 7th/7th (102,500XP)	.45x(102,500)	=	46,125GP
Thief 7th level (42,500XP)	.75x(42,500)	=	31,875GP
Total treasure value			235,500GP

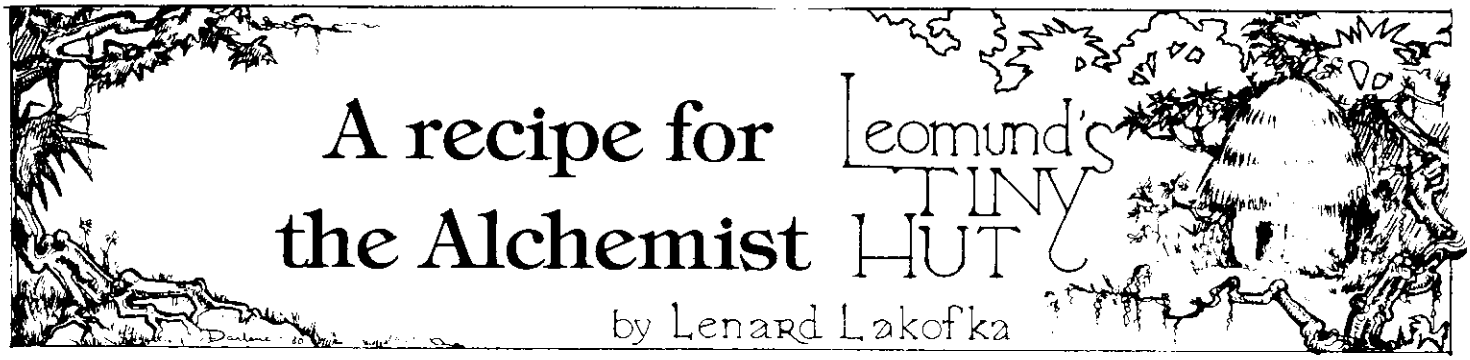
Remember that this is a maximum suggested figure on a character-by-character basis. More likely than not, the party will not have all of that treasure amount.

The 235,500GP maximum shown above would only apply to a party made up entirely or mainly of characters who have previously adventured and accumulated personal possessions. When creating a party or outfitting one for a particular expedition, the recommended maximum GP amount is much lower. As a rule of thumb, such a party should be limited to either the same amount of GP value as the opposition's treasure (in this case, the opposition's treasure is worth 181,065GP) or one-half of the amount derived by using the calculations above (in this case, 117,750GP) — whichever is LESS.

Limiting a party in this manner may cause some arguments from players who are used to being more affluent. But a group of characters loaded down with "goodies" would not have much of a challenge in knocking over the monk and his minions.

Working backward

At the beginning of this article, I said you could begin with the opposition just as easily and go backwards. Here is an example: You want to design a castle run by a 16th-level Magic-user. From the information herein you know that his/her henchmen should be of 9th to 15th level. His/her monsters should have 15 or fewer hit dice. The XP value of any henchman or monster cannot be greater than that of the 16th-level Magic-user. A 16th-level MU has a XP value of between 2,250,001 and 2,625,000. Thus, he/she could hire any minion or group of minions whose total XP value was within that same range. The party going to attack this MU should be worth between 90 and 100% of the MU. Let's say we assign a current XP value of 2,300,000 to the Mage. The party should then have total experience of between 2,070,000 and 2,300,000XP. You decide that 8 adventurers will go on this adventure and they may hire 8 henchmen. Henchmen will have roughly half of the experience point value of full player characters. Thus, if you take a median number, let's say 2,150,000, and divide it by 12 (8 + 8/2) you find that each adventurer will have an average of 180,000XP and each henchman about 90,000XP. That is, of course, an average XP value. One or more of the player characters might have considerably more experience and act as leader(s) of the group. 180,000XP would equate to an 8th-level fighter, 9th-level MU, 10th-level thief or 8th-level cleric, as some sample average characters. Their carried treasures can be calculated as detailed herein. The 16th level MU would have treasure equal to .175 x (2,300,000) = 402,500GP and could select from Group 8 magic items. The average player character would own .30x(180,000) = 54,000GP of treasure with magic items from Group 6 and below.



The alchemist is an obscure sub-class of magic-user. He/she is always a non-player character, as the rules here will indicate. The class is detailed because information on the alchemist is of value when he/she is encountered in a town or hired by a player character as a henchman. It is helpful if the DM knows what an alchemist can and cannot do.

His profession encompasses some of the common trades, and thus tradesmen, when encountered, might have minor knowledge of alchemy. These trades are those of potter, glass blower, brewer and distiller as defined within the text. Brewers and distillers need not learn magic, of the type used by alchemists, to ply their trades.

An alchemist must have the following minimum or maximum scores: strength at least 9, intelligence at least 10, wisdom at least 6, dexterity at least 9, constitution at least 14 and charisma less than 16. Humans, elves and half-elves may be alchemists. Only humans can become masters and grandmasters. An alchemist may never be a multi-classed character.

Experience is gained by alchemists only from plying their trade and never from adventuring. Experience is given as follows, in case you wish to advance a non-player novice through a few ranks to be more useful to the party as a henchman.

For each piece of pottery used in the trade, 3xp (this award cannot be given beyond 3rd level).

For each major glass instrument blown/crafted, 6xp (this award cannot be given beyond 5th level).

For each potion identified by the "10% test," 7xp (this award cannot be given beyond 7th level).

For each potion made correctly, 10% of the potion's xp value. If no xp value is given, then award 20 points. This award is given for every properly made potion.

For each poison made correctly, 5xp for a mild poison, 15xp for a toxic poison, 25xp for a lethal poison and 40xp for a destructive poison. This award is not given to Masters and Grandmasters.

For each mixture analysis done correctly, 45xp.

For each spell learned, 7xp per level of the spell.

Alchemists must have specific intelligence levels to obtain higher magic spells as well as for the more complex potions. If the alchemist is not smart enough, he/she will never be able to

ALCHEMISTS ABILITIES

See text for an explanation of each listing. All percentages give the chance of success.

Level of alchemist	Craft accuracy Pottery	Glass	Potion "10% test" of a known potion	Identification via: Analysis of a known potion	Analysis of an unknown potion	Manufacture Mild	Toxic	Poisons: Lethal	Destructive	Potions: Difficulty value first	second	third	fourth
1	93%	—	—	—	—	—	—	—	—	—	—	—	—
2	94%	70%	—	—	—	—	—	—	—	—	—	—	
3	95%	75%	60%	—	—	—	—	—	—	—	—	—	—
4	96%	80%	65%	—	—	—	—	—	—	15%	—	—	—
5	97%	85%	70%	—	—	—	—	—	—	25%	20%	15%	10%
6	98%	90%	75%	—	—	—	—	—	—	48%	35%	29%	23%
7	99%	95%	80%	—	—	65%	48%	36%	27%	71%	50%	43%	36%
8	100%	100%	85%	85%	60%	81%	64%	52%	43%	94%	65%	57%	49%
9	100%	100%	90%	91%	70%	97%	80%	68%	59%	100%	80%	71%	62%
10	100%	100%	95%	97%	80%	100%	96%	84%	75%	100%	95%	85%	75%
11	100%	100%	100%	100%	90%	100%	100%	96%	91%	100%	100%	99%	88%

Potions listed by difficulty

This list tells what potions can be made by prescriptions written in Alchemese. Alchemists who do not have the proper intelligence cannot make potions of greater difficulty than their intelligence will allow. Substances are also in the list.

First Difficulty
Intelligence 10+
Animal Control
Climbing
Delusion
Levitation
Sweet Water
Skeleton/Zombie Control
Water Breathing
Dust of Appearance

Second Difficulty
Intelligence 12+
Clairaudience
Clairvoyance
Diminution
Fire Resistance
Healing
Oil of Slipperiness
Philter of Love
Poison
Speed
Ghoul/Ghast Control

Third Difficulty
Intelligence 14+
ESP
Extra Healing
Flying
Gaseous Form
Invisibility
Longevity
Philter of Persuasiveness
Plant Control
Polymorph Self
Wight/Wraith/Shadow Control
Dust of Disappearance
Dust of Sneezing & Choking

Fourth Difficulty
Intelligence 16+
Dragon Control
Heroism
Human Control
Invulnerability
Oil of Etherealness
Super-Heroism
Treasure Finding
Ghost/Vampire/Spectre Control
Keoghtom's Ointment
Nolzur's Marvelous Pigments

cast higher-level spells or make the most complex potions. Alchemists must have an intelligence of 12 for 3rd-level spells and second-difficulty potions; intelligence of 14 for 4th-level spells and third-difficulty potions; intelligence of 16 for 5th-level spells and fourth-difficulty potions.

The alchemist writes "prescriptions" in a special language. His/her spells, if any, also are written in "Alchemese." Thus, a magic-user cannot use an alchemist's spell book without both Read Magic and Comprehend Languages. Once an individual spell is understood the magic-user would not have to resort to using those two spells again to read that particular spell.

In like manner, an alchemist must have *Read Magic* and *Write* to transcribe a spell from a magic-user's book to his book. He/she can never learn the spell directly from the magic-user's book and transcribe it later. It must be translated and then written down. Copying a spell without *Write* is possible but the chance of error is 10% per level of the spell and the time required is one week per spell level. An error in the spell will ruin it 80% of the time but the other 20% it will cause it to backfire. Clerics and Illusionists cannot understand Alchemese, but neither can an alchemist read their scrolls or books.

Alchemists can begin to make potions at 4th level, but the chance of misconcoction at that level is quite high. Some potions, as mentioned earlier, are beyond the intelligence of some alchemists and thus are doomed to failure. Even a 5th-level alchemist with the proper intelligence may attempt a fourth-difficulty potion, but his chance of success is rather small.

Alchemists may not wear magic armor of any type, including *Bracers of Defense,* but items that are of *Protection* (cloaks and rings) may be used. Alchemists rarely use weapons but they may learn the use of two, the dagger (never thrown) and the dart. Those two weapons may be magical. Alchemists cannot employ rods or staves and only wands of *Detection* and *Magic Missile* can be used. Even with *Read Magic,* scrolls are useless to alchemists.

The alchemist may own the following items from the miscellaneous magic list in the DMG: *Alchemy jug* (a Master can obtain two types of liquid per day from the jug), *Bag of Transmuting, Bag of Holding, Beaker of Plentiful Potions, Brooch of Shielding, Crystal Ball, Decanter of Endless Water, Dust of Appearance, Dust of Disappearance, Dust of Sneezing and Choking, Flask of Curses, Helm of Comprehending Languages and Reading Magic, Helm of Telepathy, Keoghtom's Ointment, Manual of Bodily Health, Mirror of Mental Prowess, Nolzur's Marvelous Pigments, Periapt of Health, Periapt of Proof Against Poison, Scarab of Protection, Stone of Good Luck, Stone of Weight,* and the *Iron Flask of Tuerny the Merciless.*

If forced into combat, Alchemists fight as Magic-users. They make saving throws as a M-U, at minus 2 on all forms except vs. spells.

Certain aspects of alchemists' spells, such as range, duration and area of effect, will vary according to the alchemist's "level of magic," which is not necessarily the same as level of experience. The "level of magic" at which an alchemist can cast a spell is determined by the alchemist's hit dice; for instance, a Scholar is a 7th-level alchemist in terms of experience, but he/she has 4+6 hit dice, so his/her magic will be cast at 4th level. Alchemists do not progress in level or spell-casting ability beyond Grandmaster, which is the 11th level of experience and has a "magic level" of 7.

Multiple Grandmasters can exist, but rarely in the same vicinity. If two Grandmasters are in the same town, one might well try to do in the other.

All alchemists will be lawful in alignment, and 80% of them will be lawful neutral with 10% lawful evil and 10% lawful good. It is possible for low-level alchemists to observe other alignments, but they all will have changed to lawfulness by the time they reach 6th level (Identifier).

ALCHEMISTS TABLE

Level	Title	4-sided dice for hit points and magic level	Experience points	Spells learnable by level 1 2 3 4 5	Special notes
1	Potter	1	0-1000	- - - - -	A
2	Glassblower	1+2	1001-3200	- - - - -	B
3	Apprentice	2+2	3201-6000	1 - - - -	C
4	Brewer	2+4	6001-10000	2 - - - -	D
5	Alember	2+6	10001-18500	3 - - - -	E
6	Identifier	3+6	18501-30000	4 1 - - -	F
7	Scholar	4+6	30001-50000	4 2 1 --	G
8	Graduate	4+8	50001-75000	4 3 2 - -	H
9	Alchemist	5+8	75001-110000	4 3 3 1 -	I
10	Master	6+8	110001-200000	4 4 3 2 1	
11	Grandmaster	7+8	200001+	4 4 4 2 2	

Explanation of Special notes

At the first through ninth levels of experience, an alchemist acquires certain special abilities and characteristics for rising to each new level. Abilities and characteristics acquired at lower levels always apply at higher levels as well, unless superseded by a higher-level ability. (For example, the description under Special note "A" says "A Potter has no knowledge of alchemy whatsoever." Obviously, this characteristic does not apply to a alchemist of sufficiently high level, although a high-level alchemist would certainly retain the knowledge and skill of Potter.)

A. A Potter can do little more than craft pottery used by the alchemist to heat, stir, grind and store items. He learns how to tend for the hearth. Each pot must be made from scratch. This process will take at least 48 hours. The percentage chance given in the abilities chart is for a successful crafting. Failure means the pot will be useless. A Potter has no knowledge of alchemy whatsoever. Pottery sells for from 1-100SP per unit, depending on the item.

B. A Glassblower makes beakers, flasks and other glass items used in the laboratory. His craft will take from 3-8 hours per piece. The chart measures his/her chance of success by level; note that Graduates (8th level) and higher always craft pottery and glassware successfully. Glass items sell for 6-600SP per item. The amount of pottery and glass needed for any experiment will be determined by the DM. Alchemists often have a number of novices working for them so that they do not have to make pots and glassware themselves. Both Potters and Glassblowers might go on in those trades and never take up further alchemist studies.

C. An Apprentice begins to learn magic of a minor sort. Each is taught *Read Magic* and can learn various other spells as outlined herein. Apprentices are taught trial-and-error potion identification, commonly called the "10% test." A list of potions so tested must be kept for each Apprentice as he/she progresses in rank. Only potions that are fully understood through prior testing can be examined and identified by this 10% imbibing. The Apprentice learns to study the reaction of the liquid and not to look for taste, smell, or color, since since potions with identical effects may be totally unlike in taste or color if made by different alchemists. Obviously, identical potions made by the same alchemist will have identical taste, smell, color, etc.

Potions never tested before will be unknown to the Apprentice but will add to his/her knowledge. A Grandmaster always knows a similar potion by the "10% test" if he/she has imbibed one before. Apprentices charge 40GP for this service, and 10GP may be added per level of the alchemist for this test due to the better accuracy achieved at higher levels.

Spells other than *Read Magic* must be learned just as a magic-user learns a spell. Remember that alchemist spells are written in Alchemese and must be in that form to be memorized/learned. The charge for casting a spell, if appropriate, is given in the spell list.

D. A Brewer learns ways of preparing various compounds by boiling and mixing ingredients. He/she must be told what to mix, or the results are 85% likely to fail. Potions of the first difficulty can be attempted in this way, but failure will result in a potion that has the opposite result. *Animal Control* will cause the animal to feel blind rage. *Climbing* will cause the figure to be pushed away from the surface being climbed. *Delusion* will cause the imbiber to become more alert and thoughtful, but then he/she will give in to almost any suggestion. *Levitation* will cause the figure to plunge as if he/she weighed twice as much, thus damage will be double and saving throws for items will be at -1. *Sweet Water* will pollute the sample even more and turn it into a mild poison (2d4 damage). *Skeleton/Zombie Control* will cause those monsters to attack the imbiber, foregoing all other victims. Any cleric within 20 feet of the imbiber will be unable to turn or destroy the monsters. *Water Breathing* will cause the figure to gag and cough and speed the rate of drowning by 100%. *Dust of Appearance* will fail so that invisible objects will not be revealed. However, all adverse results of making such a potion will initially not be evident, causing the Brewer or imbiber to believe the potion is correct. A defect in an improperly prepared potion is detectable by the 10% test or by regular analysis, but at -30% to the normal chance for proper identification.

Brewers can make various chemical compounds but never any item that requires crystallization or distillation (i.e., potions of materials of the second or higher level of difficulty). Brewers are 75% likely to know how to brew beer, ale and/or malt liquors. They often prepare these liquids for extra money if their master will allow such "nonsense."

E. An Alember is a student of distillations of various types. He is allowed to perform various steps in potion manufacture but always under direct supervision. He is taught the first elements in the alchemist's written language, Alchemese. Unless *Comprehend Languages* is available, another figure cannot read an alchemist's prescription on how to make a potion. At 11th level, magic-users can learn this language so that they no longer need an alchemist to make a potion. Alembers can attempt a potion of their own but such a potion, even if *Comprehend Languages* is available, might fail.

Those percentages are given in the alchemist abilities chart. However, failure will produce specific results. Roll percentile dice and consult the following table to determine success or possible after-effects of a potion that fails.

Result	Alchemists only	A non-alchemist or a magic-user under 11th level using *Comprehend Languages*
Success	1-25	1-15
Complete failure	26-45	16-50
Explosion (6d4 damage)	46-50	51-58
Half efficacy	51-60	59-64
Opposite effect	61-70	65-79
Mild poison (5d4 damage)	71-90	80-90
Toxic poison (5d6 damage)	91-96	91-96
Lethal poison (Death unless a save is made; 4d6 damage in any case)	97-00	97-00

Modifiers to percentile dice roll: For alchemists of 6th level (Identifier) or higher, subtract 23 for each level higher than 5th. For non-alchemists or magic-users under 11th level, subtract 2 for each level higher than 1st. Note that the subtraction for a 10th-level or 11th-level alchemist is always greater than 100; hence, all potions manufactured by them are successful. All modified results of less than 01 are treated as 01.

Examples: A Scholar (7th level) reads a potion prescription based on his knowledge of Alchemese. He is allowed to subtract two times 23 from any dice roll. If he rolls 86, he subtracts 46 for a result of 40 (complete failure). A fighter of 8th level with a *Helm of Comprehend Languages and Read Magic* would be allowed a subtraction of 7 (levels over 1st) x 2, or 14, from his/her dice roll in trying to make a potion. Such a fighter would still have to have an intelligence sufficient to make the potion (i.e. depending on the degree of difficulty of the potion), so that a fighter of intelligence 11 could not make a potion of the second difficulty even with the helm. Note that an 8th-level magic-user would have just as much chance as an 8th-level fighter. Only at 11th level do magic-users gain real alchemist abilities. The conversion table for magic-users to alchemists is given below:

Magic-user level	Equivalent alchemist level
11 - 12	8
13 - 14	9
15 - 16	10
17+	11+

Thus, in any attempt to perform any function of an alchemist, a 14th-level magic-user is equal to a 9th-level alchemist. It must be noted that a magic-user of 11th or higher level gains no extra spells by learning alchemy. If he/she wishes to learn and then memorize a spell written in Alchemese it is at the level in alchemist terms regardless of what level spell it might be for the magic-user.

Example: A Wizard (12th level) wishes to learn the spell *Magic Missile* written in Alchemese. It is a 5th-level alchemist spell and must be learned at the Wizard's 5th level even if he/she knows it at first level as a magic-user. Further, the Wizard will only obtain the results with it that an alchemist would obtain, i.e. four Magic Missiles. That would be true even if the Wizard were 20th level! Thus, magic-users use the equivalent alchemist level when learning such spells. An alchemist's highest effective level for the purpose of range, duration, etc. is 7th.

F. The Identifier begins to learn second-level alchemist spells. *Identify Potion* is always taught first and the student may consider his/her intelligence as being two full points higher for the learning percentage on this important spell. The Identifier learns no new skills.

G. The Scholar is given the knowledge of third-level alchemist spells as well as the knowledge to make poisons. He/she can make poisons in four stages: mild, toxic, lethal and destructive. His/her chance of success is measured in detail as follows:

Type of Poison	Damage Inflicted: Failed Save	Damage Inflicted: Successful Save	Saving throw modifier	Manufacture result: Success	Manufacture result: Failure	Manufacture result: Half efficacy
Ingested types						
Mild ("A")	5d4	2d4	+2	1 - 65	66 - 88	89 - 00
Toxic ("B")	5d6	3d4	+1	1 - 48	49 - 84	85 - 00
Toxic ("C")	5d8	5d4	0	1 - 40	41 - 84	85 - 00
Lethal ("D")	Death	4d6	0	1 - 36	37 - 75	76 - 00
Destructive ("E")	Death	5d6	-1	1 - 27	28 - 68	69 - 00
Insinuative types						
"A"	4d4	0	+1	1 - 70	71 - 90	91 - 00
"B"	4d6	0	0	1 - 55	56 - 92	93 - 00
"C"	4d10	0	-1	1 - 37	38 - 84	85 - 00
"D"	Death	0	0	1 - 27	28 - 78	79 - 00

Half-efficacy poisons do the same damage as if there were a successful saving throw versus poison on a full-strength ingested poison. If the saving throw versus a half-efficacy poison is made, there is no damage whatsoever. Half-efficacy insinuative poisons do 2d4, 2d6, 2d10, and 2d12 respectively if the saving throw versus poison fails. If the saving throw is made there is no damage. These poison types conform, roughly, to the list given on page 20 of the DMG.

Modifiers to Manufacture result dice roll: Subtract 16 from the roll for each level of the alchemist above 7th level. Subtract only

8 from the die roll for each level of a magic-user above 11th level and limit the subtraction to 40. Magic-users just do not make poisons as well as alchemists do. In fact, you might wish to forbid magic-users from making poisons altogether. The cost of the various poisons is given in the DMG, page 20.

H. Graduates learn analysis techniques of potion identification so that imbibing is not necessary. 10% of the potion is consumed in the analysis. Without the text of the prescription in the Graduate's book, he/she is 40% likely to misidentify the potion. With the prescription, the chance for misidentification is only 15%. Any analysis has a 10% chance to produce an explosion. Check for this chance before determining if the analysis was a success or not. The chance is reduced by 2% per level above 8th so a Grandmaster is only 4% likely to have his lab explode. The explosion so produced will deal out 4d4 points of damage. The charge for such an analysis is 150GP.

I. Alchemists of 9th level learn what will occur if two potions are mixed. They can, by chemical analysis, predict with 70% accuracy the result of a potion mixture. This accuracy is 80% for a Master and 90% for a Grandmaster. Use the chart on page 119 of the DMG. If the accuracy percent is diced then tell the player the proper result. If it is not, re-roll and tell the player the new result. The cost of the miscibility analysis is 450GP. This analysis actually requires mixing about 5% of the two potions and thus the actual result does occur, but at a substantial reduction. Explosion will deal out 1d8 of damage. Explosion might also occur due to the analysis itself. This is 20% likely for an Alchemist, 15% for a Master and 10% for a Grandmaster. Explosion due to the analysis will yield 4d6 points of damage.

If two alchemists prepare identical potions, they will mix in the same way only if the prescriptions are identical. Thus, a Healing potion could be mixed with a potion of *Gaseous Form* and an explosion might result. However, if either of the two potions were made from a different prescription a new result would be obtained if they were mixed.

Giving formulas for each and every potion would be a waste of time. Some suggested key ingredients are given in the DMG (pages 116 & 117). Others can be substituted. A prescription for any particular potion will tell the key ingredient. Substitution of the key ingredient should reduce the chance of success by 10% for a first-difficulty potion, 16% for a second-difficulty potion, 23% for a third-difficulty potion and 40% for a fourth-difficulty potion.

Some items might be bought by alchemists when obtained by a party. The items can be traded for potions or for a reduced price in buying/making/testing a potion. Alchemists, since they at-e such poor fighters and since they have so few useful combat spells, will rarely 'go on an adventure, even if some important raw material might be obtained. Alchemist henchmen, of any level, will go on a trip only if there is ample protection and they do not have to go into danger themselves. Alchemist henchmen will give their bosses a slight discount on the cost of any potion they make. After all, he/she is providing room and board and perhaps even raw materials. Alchemists, Masters and Grandmasters like to hire from 3-10 helpers/novices to help in the lab. They would like their mentors to pay for these hirelings. Alchemists, Masters and Grandmasters who have set up shop in a town will have hirelings, including guards of various types. This overhead will mean that potion prices, as well as testing prices, will be as much as 40 to 100% more than the listed prices.

ALCHEMIST SPELLS

Each spell is identical to the appropriate magic-user, clerical or druidic spell — but remember to use the hit dice of the alchemist for equivalent level when figuring range, duration, area of effect, etc. Magic-users of 11th level and above use the equivalent dice of the alchemist to determine these variables and not their own level! Alterations in an existing spell are marked with an asterisk (*) and noted following the lists. A new spell unique to alchemists, but usable by magic-users, is marked with a number sign (#). Given also in some cases is a cost (to the customer) to cast the spell.

First Level
Comprehend Languages (45GP)
Detect Magic (150GP)
Erase (80GP)
Identify Minerals # (125GP)
Mending * (40% of item value)
Produce Flame
Purify Water (100GP)
Stir #
Wizard Glue # (225GP per effective level)
Write * (200GP/spell level)

Second Level
Affect Normal Fires (10GP)
Create Water
Enlarge
Faerie Fire
Identify Potion # (80GP)
Identify Plants # (50GP)
Preserve # (150GP)
Shatter
Shrink
Unseen Servant

Third Level
Freeze Metal * (50GP)
Heat Metal * (50GP)
Identify Poison # (75GP)
Leomund's Trap (125GP)
Magic Mouth (145GP)
Slow Poison (200GP/effective level)
Tenser's Floating Disk
Wizard Lock (200GP)

Fourth Level
Extension I
Find Familiar *
Fools Gold
Find Plants # (125GP)
Glyph of Warding (shock or explosion)
Knock
Levitate
Neutralize Poison (1000GP)
Pyrotechnics
Stone Shape (400GP)

Fifth Level
Burning Hands
Dispel Magic (700GP)
Explosive Runes
Glyph of Warding (paralyzation or blindness)
Magic Missile (4)
Locate Object (300GP)
Polymorph Other
Polymorph Self
Telekinesis
Transmute Rock to Ore # (150GP plus 10% of ore value)

Spell notes
First level

Identify Minerals: Via this spell the alchemist can determine if an outcropping contains a specific mineral he/she is seeking. The mineral must be named prior to spell casting. Minerals can be complex or simple. The spell will take 1 round to cast, it will last for 1 turn per effective level of the alchemist, and will cover an area of ten feet by ten feet to a depth of sixty feet. Man-made structures as well as any plant or plant byproducts will foil the

detection. Once a metal is smelted it cannot be detected, since the spell only locates minerals in their natural state.

Mending will only work on pottery and glass; otherwise it is identical to the magic-user spell. A piece broken into a number of pieces (not fragmented to shards or dust) can be put back together.

Stir is a simple spell that employs any natural stick or rod as a stirring device so that the alchemist can do something else. Stirring can be set to any pace and for any duration up to 1 hour per effective level of the alchemist. Casting time is one round as the alchemist physically duplicates the speed and tempo of the stirring stroke with the stick or rod. The stirring will then continue without him/her. He can command the stirring to stop and begin again as long as the duration permits.

Wizard Glue is the creation of a bond that will hold one relatively flat substance to another: a picture to a wall, a mirror to a door, a rug to the floor, a light fixture to a ceiling, etc. The glue is quite strong but it can only support 20 pounds per effective level of the alchemist. Brittle items, like a mirror, would break if they were forced from the wall when held by *Wizard Glue.* The material component is honey, which must be applied to both surfaces before they are joined. It takes only one segment to cast the spell. Body weight converts to support weight it a living thing is held in/by the glue. *Dispel Magic* will unglue the item. The area to be closed/held cannot exceed 20 square feet per level of the alchemist. Doors can be glued shut, as well as chests, etc. But once the bond is broken the glue no longer adheres. Strength in excess of 10 can break a 20-pound bond, 12 or better can break one of 40 pounds, 14 can break one of 60 pounds, 16 can break one of 80 pounds, 17 can break one of 100 pounds, 18 can break one of 120 pounds and 18 (51) or better is needed to break one of 140 pounds. Bonds stronger than 140 pounds cannot be created.

Write can be used to copy texts written in Alchemese. It can also be used to translate magic-user text to Alchemese if used in conjunction with *Read Magic.* It can not be used to write a spell in the magic-user language.

Second level

Identify Potion is a spell that uses 10% of the potion in question as the material component. The potion does not have to be imbibed but it must at least be touched (bare skin in the liquid sample). It increases the accuracy of the "10% test" by 15% per effective level of the alchemist. Unknown potions cannot be identified except by the analysis method also described herein. This spell adds 7% per effective level of the alchemist to that test. Finally, the spell adds 3% to the mixture test also described herein. The duration would be that of the appropriate test with casting time equalling duration.

Identify Plants gives the alchemist the powers of a 3rd-level druid. The casting time is 1 round, duration 1 turn per effective level, range up to 120 feet, area of effect a 60-foot diameter circle. The material component is the leaf of any tree.

Preserve is a spell cast upon a finished potion to insure that it will remain unchanged and to protect it from exposure to normal air. Potions have a 20% chance, or higher, to deteriorate when exposed to the air. Time sometimes will destroy a potion's efficacy. Spell duration is until the liquid is mixed or imbibed. Casting time is 1 round. One *Preserve* spell can effect only one potion. The spell is also used to preserve ingredients so that they will not deteriorate, like eye of basilisk, horn of ki-rin, troll blood, etc.

Third level

Freeze and *Heat Metal* are like the druidic spell but both are used in making potions and do not have a good application to combat situations. Range is touch. Duration is 1 hour per effective level with maximum freezing/heating occurring at the midpoint of the spell duration. The amount of metal affected is only 10 pounds (100 GP weight) per level of the alchemist. There is no saving throw. Thus, it can be used in combat, but the target would have plenty of time to remove his/her armor. The spell can have some uses as a trap if time is on the side of the caster.

Identify Poison merely tells if a specific sample is poison or has been poisoned. It is infallible in that regard, but the strength of the poison is not determined. Range is 100 feet, area of effect is 20 cubic feet of material. Casting time is 8 segments.

Fourth level

Find Familiar produces a different set of possible familiars from the magic-user spell. Other variables of the spell are the same, however. Roll d20:

1-4	Black cat
5-8	Hoot owl
9-11	Crow
12-16	Garter snake
17	Special
18-20	None available this year

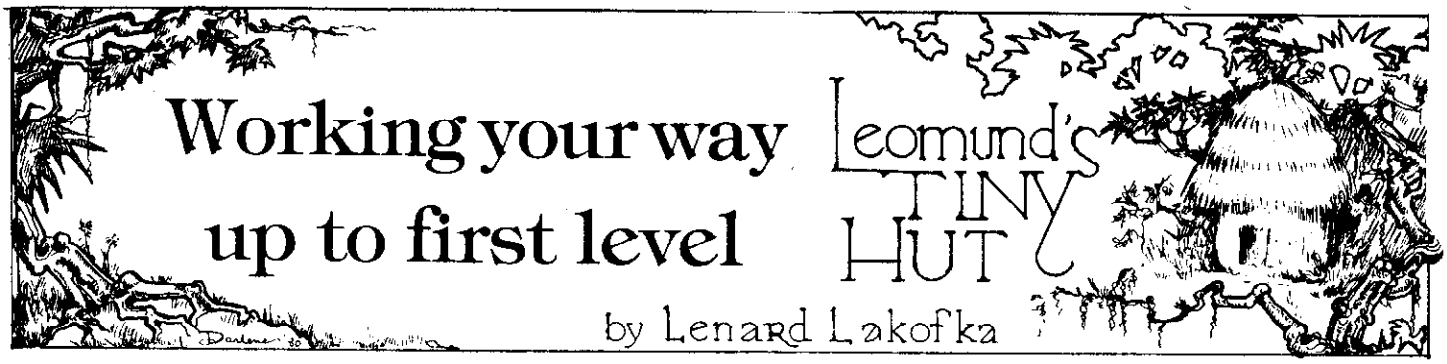
Special familiars depend on the alchemist's alignment: lawful good, a brownie or a blink dog; lawful neutral, pseudodragon; lawful evil, imp.

An alchemist's familiar does not add to his/her hit points or level. It can gain information the same way a magic-user's familiar can, and the alchemist has a telepathic link to it for the sake of communication. An alchemist with a familiar may add 5% to all of his/her chances to perform any task whatsoever. If the familiar is killed, the alchemist will be minus 5% on all tasks until a new familiar is gained.

Find Plants allows the alchemist to find a living plant anywhere within one mile per effective level if he/she has a sample of any part of that plant. Direction will be pointed out without error for a period of one hour per effective level.

Fifth level

Transmute Rock to Ore will turn any ore-bearing rock into the pure ore in any form the alchemist desires, "form" being powder, solid, etc. and not implying the final shape of the ore. The spell takes one hour to cast, and interrupting the casting will negate the spell completely. A magnitude of one ton of rock can be reduced to the ore within it via this spell. Worked rock will not be affected.



Players have the bad habit of memorizing the AD&D™ rule books and quoting/paraphrasing them at the drop of a hat. There are many ways a DM can stop such activity; however, few of those methods are very solidly based in reason or fairness. But by employing the guidelines given hereafter, it will become possible for player and DM alike to know *exactly* what a character knows, is aware of, and is capable of accomplishing right at the start of the character's adventuring career — regardless of what is known (from the books) by the *player* who is playing the role of that character.

Part of this article is composed of guidelines for the play of zero-level characters and "pre-first-level" characters. These ideas were developed, in part, through the work of Mr. W. John Wheeler in a campaign he ran in Chicago in the summer of 1978.

Becoming first level

In each profession, experience and training are required before a character can become first level. The character must be counseled for a period of months or perhaps years before he can go forth into the adventuring world as an Acolyte, Aspirant, Veteran, Gallant, Runner, Prestidigitator, Rogue or Bravo.

In the subsections which follow, the required training for each profession is described, including the length of time it takes to receive proper instruction in a given skill and the status of an instructor who must be found to teach the skill. "Courses" can be taken all from the same instructor, if that instructor is able to provide all the tutelage needed and if no other circumstances intervene.

Instruction must be undertaken in the order in which the various "courses" are listed below. In certain cases, training can be taken in two areas at once when specified in the descriptions; otherwise, no training course can be started while one preceding it is still in progress or has not been completed.

Below are class-by-class listings of training courses necessary for a student to develop the skills to become a first-level character. The "basic training" for each class is given, followed by a discussion of "final training" (optional) which is undertaken only after a character has achieved pre-first-level status. Other aspects of beginning a character, such as starting money and determination of hit points, are also addressed. The article concludes with a description of a shorter way to simulate the extensive training process, and a way to ascertain "other knowledge" a character might have.

Fighter training

Use of a single weapon (hand-held) requires 4-9 (d6+3) weeks to learn, and must be taught by a member of any fighter class or a cleric who is proficient in the use of the particular weapon.

Use of armor and shield has the same requirements for length of time and instructor as use of a single weapon (hand-held), and may be undertaken at the same time as that training. Again, the instructor must be familiar/proficient with the exact type of implement(s) the student is learning to use.

Use of a single weapon (hurled) takes 6-17 (d12+5) weeks and is taught by a member of a fighting class (fighter, ranger, paladin):

Use of a fired weapon such as a bow, crossbow or sling requires 6-17 months and must be taught by a member of any fighting class.

Result of training: Character can use one hand-held weapon, one hurled weapon, and one firing weapon —each at a penalty of -2 to hit because of non-proficiency.

Upon gaining 200 points of experience, the character becomes a Man/Woman at Arms (see discussion of pre-first-level characters hereafter) and the -2 penalty is eliminated.

Paladin training

Fighter training for weapons and armor is mandatory, and all requirements/restrictions are the same for a character intending to become a first-level paladin.

The character must then lead a **life of devout withdrawal** to develop the attitudes and learn the principles needed to pursue paladinhood. This period of time will be 1-4 years in duration, and the instructor must be a paladin or a cleric of lawful good alignment. (Optionally, fighter training and the special paladin training may be taken at the same time.)

Result of training: Character has weapon proficiency as a fighter of equal stature (-2 to hit) until gaining 300 experience points, when the character becomes a Valiant Man/Woman at Arms and the penalty is eliminated.

Starting at the end of the training period, the character can detect evil at a range of 30', with the evil creature(s) allowed a saving throw. The character receives a +1 bonus on all saving throws. When the figure becomes a Valiant Man/Woman at Arms, the ability to "lay on hands" becomes effective, healing 1 hit point of damage per attempt. No other paladin abilities are acquired until the character becomes a Gallant.

Ranger training

Fighter training for weapons and armor is mandatory, and all requirements/restrictions are the same for a character intending to become a first-level ranger.

Tracking must be taught by a ranger or druid, and will consume 6-13 (d8+5) months of time.

Move silently in forests must be learned from a ranger, druid or thief. It will take 3-6 (d4+2) months for the character to master.

Anatomy of "giant class" figures must be learned from a ranger. The training will include instruction in 2-5 (d4+1) different giant types of the character's choice. It will take 6-9 (d4+5) months.

Result of training: Character will have weapon proficiency as a fighter of equal stature (-2 to hit) until gaining 275 experience points, when the figure becomes a Tracking Man at Arms and the penalty is eliminated.

Starting at the end of the training period, the character does 1 extra point of damage to one (character's choice) of the "giant class" creatures learned about during training. When the figure becomes a Tracking Man at Arms, the 1 point of extra damage can be done to all of the "giant class" creatures learned about during training. The Tracking Man at Arms can track at a percentage of success 2/3 that of a first-level ranger.

Cleric training

Use of a single weapon (hand-held) takes 6-13 weeks and is taught by a fighter or a cleric who is proficient with the particular weapon being learned.

Use of armor and shield also takes 6-13 weeks and must be taught by a fighter or cleric. This training may be taken at the same time as weapon training.

Prayers and Order of Service for the character's deity must be taught by a cleric of the same faith and alignment. It will take 6-11 months to complete this instruction.

Reading holy documents and **reading scrolls of first-level spells** will take 4-9 months to learn and must be taught by a cleric of the same faith and alignment.

Study of the undead (skeletons and zombies only) must be learned from a cleric of the same alignment as the character. It will take 4-7 months to complete the study.

Basic knowledge of cleric spells can be taught by any cleric, and will take 4-7 months. This instruction deals with general information about a cleric's spells, and particular information about the Cure Light Wounds spell.

Result of training: The character will have a non-proficiency penalty of -3 to hit with his weapon until gaining 250 experience points, at which time the penalty is reduced to -1.

Upon completion of training, the character can read a scroll with a first-level spell on it 75% of the time. He can pray for *Cure Light Wounds,* but only 1-4 points of curing will result. The character can turn/command to service a single skeleton or zombie with the same chance of success as a first-level cleric.

After the character earns his first 250 experience points, the chance of reading a first-level spell scroll becomes 85%. Cure Light Wounds will cure 1-6 points of damage, and one other spell may be learned. Only one spell may be carried at a time; if the character is entitled to a bonus spell because of high Wisdom, this is not allowed until the character attains first-level status. The ability to turn skeletons and zombies improves, so that two may be turned/commanded to service at one time.

Druid training

Cleric weapon training is mandatory, with the same requirements/restrictions as for a cleric, for any character intending to become a first-level druid.

Plant identification takes 2-5 months to learn and must be taught by a druid or ranger.

Animal identification also takes 2-5 months and must be learned from a druid or ranger.

Prayers and Order of Service for the character's deity must be taught by a druid, taking from 6-11 months to learn.

Predicting weather (via the casting of the *Predict Weather* spell) must be taught by a druid, and will take 3-6 months to learn.

Study of one spell (aside from *Predict Weather)* is taught by a druid and takes the character 4-11 months.

Result of training: The character uses his weapon at -3 to hit, as a cleric, until gaining 200 experience points, whereupon the penalty is reduced to -1.

Upon completion of training, the character can only cast one spell, *Predict Weather,* and its duration is only one hour. The character acquires no other druid abilities at this time.

After gaining 200 experience points, the character is allowed to pray for one other spell (the one studied during training), but the character can only carry one spell at a time, regardless of any possible bonus for Wisdom (which does not take effect yet).

Magic-user training

Use of a single weapon (quarter staff or hand-held dagger) must be learned from any character proficient with the weapon who is *not* a magic-user. It takes 4-11 months.

The basic language of magic, including the ability to learn the

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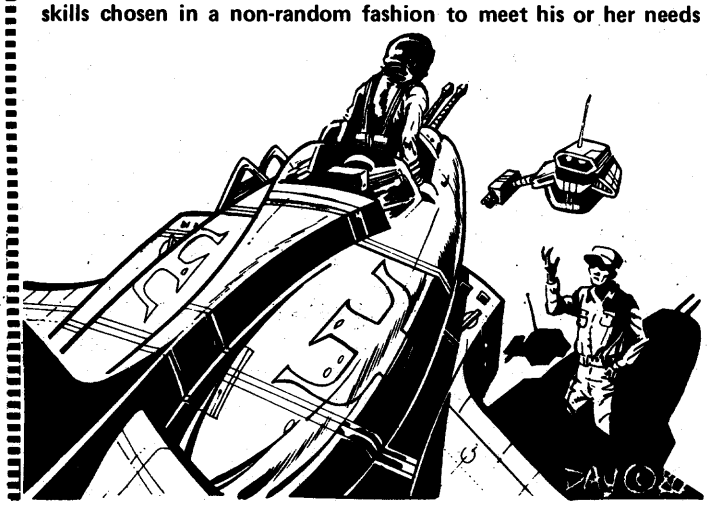

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spell *Read Magic,* must be taught by a magic-user and will take one year plus 2-24 months to learn.

Study of first-level spells will enable the character (by using *Read Magic)* to read and understand first-level spells from scrolls. The study must be instructed by a magic-user and will last for 3-12 (d10+2) months.

Study of magic items is general instruction on the basic design and customary uses of magic items. Specific items are rarely mentioned. The instruction must be provided by a magic-user and will be 5-24 (d20+4) months in duration.

Result of training: The Man/Woman of Magic fights at -5 to hit until gaining 350 points of experience, at which time the non-proficiency penalty drops to -2.

Upon completion of training, the character can cast *Read Magic* but no other spell. By the use of *Read Magic,* the character is 75% likely to be able to employ a spell read from a scroll. Note, however, that the character must have *Read Magic* in his head to use a scroll, even if he has cast the same spell from a scroll before.

After gaining 350 experience points, the character becomes able to learn one other spell, of an informational or defensive nature only. The character may now employ magic items that require the use of command words to operate, but no single item employed can have a value of more than 6,000 gp (Dungeon Masters Guide, pp. 121-125). Regardless of their value, no wands, staves, rods, and "charged" items of an attack nature can be used. (For example, even if a *Wand of Lightning* with just one charge remaining would be valued at less than 6,000 gp, its use would still be prohibited to the character.)

Illusionist training

Use of a single weapon (quarter staff or hand-held dagger) is mandatory as for a magic-user, with the same requirements and restrictions.

The basic language of magic, including the ability to read and write the language of illusionists, must be taught by an illusionist and will take one year plus 3-36 months. This instruction is entirely different from the "basic language" instruction a magic-user must undertake.

The ability to detect illusion (as per the spell) is taught by an illusionist and takes from 5-20 (64+4) months.

The ability to cast one spell from the following list of five must be taught by an illusionist and will take 5-20 months. Instruction will be given either for *Audible Glamer, Dancing Lights, Darkness, Light,* or *Wall of Fog.*

Instruction in magic items can be taught by an illusionist or a magic-user. It will take from 8-26 (2d10+6) months to complete. Training includes information on the fashioning of illusionist scrolls, rings, wands, staves, rods, and some miscellaneous magic items.

Result of training: The character has a -5 to hit with his weapon, as for a magic-user, until gaining 450 points of experience, at which time the penalty drops to -2.

Upon completion of training, the character is able to cast the spell *Detect Illusion* and can use magical rings of a defensive nature.

After earning 450 experience points, the character can learn one other spell (the one studied during training), and is able to employ a *Wand of Illusion* with a 75% chance of success.

Thief training, Stage I

The profession of thief (and its subclass, assassin) requires training to be taken in two stages, because the ability to learn some skills depends on whether the character has mastered certain other skills first of all.

Use of a single weapon (hand-held, not thrown) is the first step in Stage I of training. This ability must be taught by any non-magic-user, and will take 8-17 (d10+7) weeks to learn.

Five special thieving abilities are taught in Stage I training. They are listed in the order they must be learned. All are taught by a thief, and have a duration as indicated in the listing:

Pick pockets, 3-14 (d12+2) months.
Open locks, 3-14 months.
Find/Remove traps, 3-12 (d10+2) months.
Move silently, 3-10 (d8+2) months.
Hide in shadows, 2-9 (d8+1) months.

Result of Stage I training: The character has a non-proficiency penalty of -3 to hit with his hand-held weapon, and can perform any of the five thieving abilities listed above at one-half the chance of success of a first-level thief.

Upon gaining 300 points of experience, the character's non-proficiency penalty for a hand-held weapon is eliminated, and the prospective thief then proceeds to Stage II training.

Thief training, Stage II

The next stage of thief training begins with instruction in three other thieving abilities. Training must be undertaken in the order given in the listing below. All abilities are taught by a thief, and lengths of time are indicated:

Back stabbing, 3-8 (d6+2) months.
Climb walls, 4-11 (d8+3) months.
Listen at doors, 4-9 (d6+3) months.

Use of a single weapon which can be thrown or fired is the last step in thief training. This weapon can be either a dagger, dart, or sling. Instruction can be provided by a thief or a fighter who is skilled with the particular weapon, and it will take 6-17 (d12+5) months to learn.

Result of Stage II training: The character can employ a thrown/fired weapon (the one learned in training) at -3 to hit. The last three thieving abilities are performed at one-half the chance for success of a first-level thief, just as the abilities learned in Stage I. A successful back stab will do an extra 2 points of damage (not double damage, as with a first-level thief), but the attack is stilt made at +4 to hit.

Assassin training, Stage I

Training as a thief (Stages I and II) must be completed first and foremost by any character desiring to become a first-level assassin. All requirements and restrictions are the same as for a thief, except that the assassin may receive instruction from either an assassin or a thief in all cases where a thief is designated as the instructor.

Basic anatomy of characters/creatures (in order to learn their vital spots) must be learned from an assassin, and will take 8-27 (d20+7) months to master.

Basic disguise techniques must be taught by an assassin, and will take 4-11 (d8+3) months.

Result of Stage I training: The character has a non-proficiency penalty of -3 to hit with his weapons (one hand-held, one thrown/fired), just as for a thief of equal status. Aspiring assassins can perform thieving abilities at one-fourth the chance of success of a first-level thief.

Upon earning 400 points of experience, the character must undergo Stage II training.

Assassin training, Stage II

Use **of one weapon** of the character's choice is taught by a fighter or an assassin and will take the character 6-13 (d8+5) weeks. The character will be sharpening his skills with the weapons already learned at this time as well.

Result of Stage II training: Upon completion of training, the character will use the newly learned weapon at -3 to hit, but the non-proficiency penalty for his first two weapons (learned during thief training) is eliminated. Thieving skills are still performed at one-fourth the chance of success of a first-level thief.

The character also acquires the ability to assassinate a human-shaped (not necessarily human-sized) figure, at one-half the chance of success of a first-level assassin. He must

perform such an assassination to be further considered for status as a Bravo (Apprentice).

Monk training; Stage I

Training for a monk, like that for a thief or assassin, is conducted in two stages. As with the assassin, Stage II consists of only one area of instruction, which may only be undertaken after the character has finished Stage I and earned the requisite number of experience points.

The art of meditation and **mental discipline** must be learned from a monk of the same alignment as the character. It will take 9-18 (3d4+6) months to master.

Hand-to-hand combat can be taught by any monk (not necessarily of the same alignment). It will take one year plus 1-12 months to learn.

Use of a single weapon (hand-held) can be learned from a monk or an assassin over a period of 9-14 (d6+8) weeks.

Thieving abilities usable by monks (specified below) can be taught by a monk, assassin or thief and will take 20-38 (2d10+18) months to learn. The skills are Open Locks, Find/Remove Traps, Move Silently, Hide in Shadows, Hear Noises and Climb Walls.

Dodging thrown and fired missiles must be taught by a monk, and can be learned in 7-14 (d8+6) months.

Result of Stage I training: The character can inflict 1-2 points of damage in hand-to-hand combat. There is no "to hit" penalty when using a weapon, as with other professions. The character receives a saving throw at -3 from thrown/fired missiles that he sees coming. The character is subject to magical attacks that do half damage if a saving throw is made (unlike a first-level monk, who takes no damage if a successful save is made against such attacks). After gaining 200 points of experience, the character proceeds to Stage II.

Monk training, Stage II

The effects of magic upon the body must be learned from a monk, and will take 5-12 months to accomplish.

Result of Stage II training: When this instruction is complete, the character will take only three-quarters damage from a spell if the saving throw is made. This becomes half damage when the character becomes a first-level Novice.

Final preparation

Under this system, characters go through two stages of development before they obtain full first-level abilities. After earning the number of experience points specified for his profession under the initial training schedule given above, the character has pre-first-level status. A certain amount of additional training is then required to be taken before or during the time when the character gains enough experience points to qualify for status as a full-fledged first-level character.

The following list summarizes level titles and experience-point ranges for the levels of status leading up to first level. The first title and figure given is for an absolute novice, the second for a pre-first-level character. The additional training required is described, followed by the length of time required for its completion and the type of instructor necessary.

When a character completes all the required training and reaches the upper limit of experience points specified for his profession, the character's experience-point total is again set at zero, and the character can begin to function as a first-level character in his chosen profession, under the guidelines given in the Players Handbook, pp. 20-32.

Fighter: Recruit (0-200), Man at arms (201-500). Training: Use of one more weapon; 5-10 (d6+4) weeks; fighter.

Paladin: Devout recruit (0-300), Valiant man at arms (301-600). Training: First, laying on hands to produce 2 points of healing; 5-8 weeks; paladin. Next, final withdrawal from society (to be able to acquire all paladin bonuses); 6 months; paladin.

Ranger: Woodland recruit (0-275), Tracking man at arms (276-500). Training: Final woodland instruction, including complete fitness program to gain second hit die; 5-8 months; ranger.

Cleric: Altar person (0-250), Deacon (251-500). Training: Final tutelage to gain full use of Wisdom bonus (if applicable) and knowledge of 1-4 other spells; 7-18 weeks; cleric of identical alignment.

Druid: Hopeful (0-200), Pre-Aspirant (201-400). Training: Final tutelage to gain improved defense vs. fire and lightning plus knowledge of 1-4 spells; 7-14 weeks; druid.

Magic-user: Man of Magic (0-350), Apprentice (351-675). Training: Removal of non-proficiency penalty for one weapon, plus full magic-user abilities and knowledge of 2 spells (one of which may be an attack spell); 9-28 (d20+8) weeks; magic-user.

Illusionist: Sleight of hand Artist (0-450), Keen Eye (451-800). Training: Removal of non-proficiency penalty for one weapon, plus full illusionist abilities and knowledge of 2 spells; 13-32 (d20+12) weeks; illusionist.

Thief: Pickpocket (0-300), Lock Picker (301-650). Training: Full first-level thief abilities plus knowledge of the Thieves' Cant; 7-14 months; thief of identical alignment.

Assassin: Quarter Thief (0-400), Bungler (401-800). Training: Full first-level assassin abilities (perform thief functions at half the success of a first-level thief), basic knowledge of poison; 2-20 (d8+d12) months; assassin of identical alignment.

Monk: Child (0-200), Grasshopper (201-450). Training: Exposure to the rite of hand-to-hand (not lethal) combat against a Novice of the brotherhood, indoctrination into the brotherhood of the monastery, and a seven-day fast; 6-13 months plus 1 week; monks at any monastery of the same alignment.

Characters' starting money

Following is an expanded version of the specifications on starting money in the Players Handbook. Subclasses are allowed for individually, and distinctions are made between first-

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level characters and those still in training. Note that a first-level magic-user's "starting money" also includes a book of 4 spells — but a magic-user of pre-first-level or lower status does not have such a book. All amounts are in gold pieces.

	Absolute Novice	Pre-First Level	First Level
Cleric	10-60	20-120	30-180
Druid	8-48	16-96	24-144
Fighter	15-60	30-120	50-200
Paladin	10-40	20-80	40-160
Ranger	12-48	24-96	45-180
Magic-user	4-16	8-32	20-80
Illusionist	6-36	8-48	20-100
Thief	1-20	2-40	20-120
Assassin	3-18	7-42	20-160
Monk	1-6	2-12	5-20

Hit points

First-level characters in my world have the maximum number of hit points possible for their class (a procedure which is approved by E. Gary Gygax). Fighters always start with 10 hit points, clerics 8, thieves 6, and so on. To this number is added (or subtracted) a Constitution bonus (or penalty), if applicable.

However, characters in training to become pre-first-level and then first-level characters must roll the appropriate die to determine their hit points while they possess this status. If such a character "lucks out" and rolls the highest possible number, no change is made in that character's hit-point total until he/she reaches second level. A Constitution bonus or penalty, if applicable, is applied immediately after the initial hit-point roll.

Once a character achieves pre-first-level status, he/she may roll again for hit points — this time with a guarantee that the result will be at least one-half of the maximum (5 for a fighter, 4 for a cleric, etc.). Again, the result is adjusted for Constitution, if necessary, after the number is determined.

If the first roll for hit points was higher than the second roll and both numbers are at least half of the maximum, the result of the first roll is retained as the new hit-point number.

Example: A fellow decides he wants to become a fighter. Starting as (in effect) a zero-level character with zero hit points, he takes the appropriate basic training. Now he rolls d10 to see how many hit points he will have as he embarks on a career as a Recruit, and he rolls a dismal 2. If he lives to become a Man at Arms, he again rolls d10 for hit points. This time if he rolls 5 or above, he will receive that result as his new base figure for hit points, and if he rolls 1-4, he will still receive 5 hit points since that is half of the maximum and he is assured of at least that many. If his first roll had been (for instance) a 7 and his second roll was not that high, the first roll would still be in effect.

Exceptions and notes: No Man at Arms can ever have more than 7 hit points unless he is in training to become a Veteran —in other words, he must be a possible hireling, henchman, or a player character to warrant having more than that maximum. The run-of-the-mill regular soldier will have either 1-6 or 4-7 hit points, depending on whether the figure from the Monster Manual (for "normal men") or the Dungeon Masters Guide (Mercenary Soldier, page 30) is used.

Rangers roll 1d8 for their initial hit-point roll. After a character becomes a Tracking Man at Arms, a roll of 1d4 is added to the first figure, with a guarantee of at least 6 hit points at this stage (not including possible Constitution bonus). Once a ranger becomes first level, he uses 1d8+8 for hit points.

Monks roll 1d4 for their initial hit-point roll. After a character becomes a Grasshopper, another roll of 1d4 is added, with a guarantee of at least 5 points (exclusive of Constitution bonus). When a monk becomes first level, he uses 8 as his base number for hit points (before Constitution bonus).

Reaching first level rapidly

DMs and players who wish to role-play their way through the procedures described above can be sure of developing an appreciation for how much time and effort is involved in becoming a first-level adventurer. But the procedure will not be too much fun if the players don't really enjoy nitty-gritty game play. There is a faster way to simulate the same process of development and maturity in a character and still be able to advance that character to first level in a single afternoon or evening of play.

Basically, the simplified system will present each character with from 2-5 encounters to advance from absolute novice to pre-first level, and 2-5 more encounters to advance from pre-first level to true player-character status. The character must engage in each encounter as a lone figure — and there is no possibility of revival if an aspiring character is killed during any of these preliminary encounters. (High Priests do not raise zero-level figures unless they happen to be nobility.)

Each encounter should be quite simple and should involve a very low-level creature or creatures. There should be a chance to gain treasure, but the chance (and the amount of treasure) will be small, and obtaining a magic item from one of these encounters would be virtually impossible.

This simplified method not only advances the character but also provides precise information on what the character has directly experienced. It can further be determined what objects or events the character might have seen or heard about, thus drawing a more finished picture of exactly what a prospective player character knows and is aware of.

"Opponents" in a preliminary encounter need not be hostile; experience is also gained from associating with friendly or neutral creatures and knowing when not to fight.

Figures met in a preliminary encounter should be 30% likely to have 1-20 assorted coins (but never any platinum pieces), and a character who can get treasure away from an encountered creature is entitled to keep it (in addition to the roll for starting money which is made if the character advances to first level). There is only a 5% chance that an encountered creature or character will have even a simple magic item — and an aspiring character is not liable to be eager about running into such an encounter, because the magic item will most probably be used against the character. The magic item will be a potion 70% of the time. It will never be a ring, wand, staff or rod. It will never be a piece of armor better than +1 or a weapon better than +1 to hit. It will never be a miscellaneous magic item valued at more than 3,000 gp or a magic weapon or piece of magic armor valued at more than 3,250 gp. Magic weapons encountered in this manner will never have a variable bonus or an ego/intelligence. If one encounter is experienced involving a magic item, there is only a 1% chance of a second such encounter before the character achieves first-level status, and no chance at all for three such encounters during this time.

To prepare for the preliminaries, the DM should make a list of low-level encounters with appropriate treasure (if any). Then have the player roll d4 and add 1 for the number of encounters the character will undergo as an absolute novice. If the character lives through all of those encounters, another roll of d4+1 will yield the number of encounters awaiting the character at pre-first level. If the character gets through those incidents alive, he becomes a first-level character and is returned to zero experience points.

Following is a sample encounter chart drawn up for this purpose:

Roll	Encounter
1	1 orc, AC5, 4 hp, long sword, 3 sp
2	2 kobolds, AC6, 2 & 3 hp, short swords, short bows
3	1 gnoll, AC5, 11 hp, long sword, 11 gp
4	2 giant centipedes, AC9, 1 hp each, save vs. poison at -4

Roll	Encounter
5	1 Veteran of like alignment, AC4, 7 hp, long sword, 8 gp
6	1 Acolyte of opposite alignment, AC8, 5 hp, mace, *Command, Cause Light Wounds, Scroll of Light*
7	1 Prestidigitator (m-u) of similar alignment, AC10, 4 hp, dagger, *Charm Person,* 3 sp
8	1 goblin, AC6, 5 hp, halberd
9	1 wild dog, AC7, 5 hp (1+1 hd), bite for 1-4
10	2 jackals, AC7, 2 & 3 hp (1/2 hd), bite for 1-2
11	3 giant rats, AC7, 1, 2 & 3 hp (1/2 hd), bite for 1-3 plus 5% chance of disease, 7 gp
12	2 skeletons, AC7, 3 & 4 hp (1 hd), 1 attack for 1-6, immunities as per Monster Manual, short sword +1
13	1 large spider, AC8, 5 hp (1+1 hd), 1 attack for 1 pt. damage, save vs. poison at +1 or take 2-5
14	1 Aspirant, AC9, 7 hp, quarter staff, *Faerie Fire, Shillelagh,* 4 gp, 7 sp
15	1 troglodyte, AC5, 11 hp (2 hd), 3 att. (1-3/1-3/2-5), *Potion of Gaseous Form*
16	1 zombie, AC8, 7 hp (2 hd), 1 attack for 1-8, immunities as per Monster Manual
17	1 Gallant, AC2, 12 hp, long sword, 3 gp
18	1 Elf first-level magic-user/thief of same alignment, AC8, 5 hp, 1 attack w/dagger, *Write* plus spell book containing *Write, Read Magic, Shield, Shocking Grasp, 2* gp
19	1 Half-orc Veteran of chaotic neutral alignment, AC4, 9 hp, flail
20	1 Sixth-level cleric, AC4, 25 hp, flail, *Cure Light Wounds (x2), Light, Command, Hold Person, Silence, Know Alignment, Glyph of Warding,* 15 sp. (Obviously, the character should not try to fight this guy!)

Other knowledge

To give a character the opportunity to "know" things besides those which he/she has directly experienced, the DM can devise a table to determine what a character has witnessed (but not been directly involved in) or knowledge the character has obtained through hearsay. This might include witnessing or hearing about a melee involving a certain type of creature, witnessing or hearing about the casting of a spell or the use of a magic item, and other significant events the DM might wish to include.

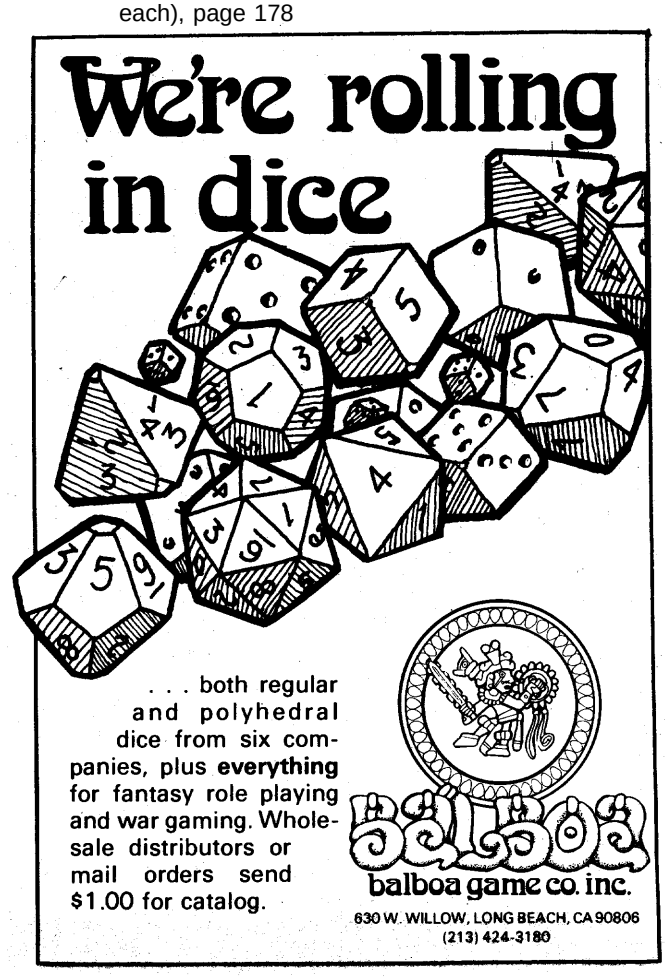
When a character's "other knowledge" is determined in a general way, the DM should fill in details, recounting the particulars of the incident or object that are known by the character, and these facts become the basis for ruling on what a character knows and doesn't know as the game progresses. A roll of d8 would yield the number of different subjects or events known about, and subsequent rolls on the "other knowledge" table would attach specifics to each thing known. There is always a 10% chance that any piece of information "known" will be entirely wrong, and an additional 15% chance that the "facts" of the matter will have been exaggerated. by the teller or by the character's mind.

Following is a table of suggested "other knowledge" items. The subject matter of each entry in the table is drawn from a particular table in the Dungeon Masters Guide, either a random monster encounter table, a random dungeon generation table, a random treasure determination table, or some other similar entry in the book.

Roll	Source of knowledge
1	Table V. I., page 171
2	Table V. J., page 171
3	Table VII, page 172
4	Tables VIII, C., page 172
5	Monster Level I table, page 175
6	Table I, page 176
7	Table II, page 176
8	Table III, page 176
9	Table IV; page 176
10	Monster Level II table, page 177
11	Monster Level III table, page 177
12	Monster Level IV table, page 177
13	Uninhabited/Wilderness table, pages 184-185
14	Table III.A., page 121
15	Table III.C., page 122
16	Table III.D., page 122
17	Table III.E., pages 122-124 (20% chance for each sub-table, III.E. 1 through III.E. 5
18	Table III.G., page 124
19	Table III.H., page 125
20	Table II, page 17

To allow for the chance of some really fantastic bits of knowledge, a table like this one can be extended to 24 entries and a special die-rolling procedure performed. To generate a number from 1-24, roll d12 and any other die. If the other die result is in the lower half of the range of numbers possible with that die, the d12 result is read as the number itself. If the other die result is in the upper half of the range of that die, read the d12 result as the number rolled plus 12.

Roll	Source of knowledge
21	Table III.E. (Special), page 124
22	Ethereal Encounter table, page 181
23	Monster Level V or VI table (50% chance of each), pages 177-178
24	Monster Level VII or VIII table (50%) chance of each), page 178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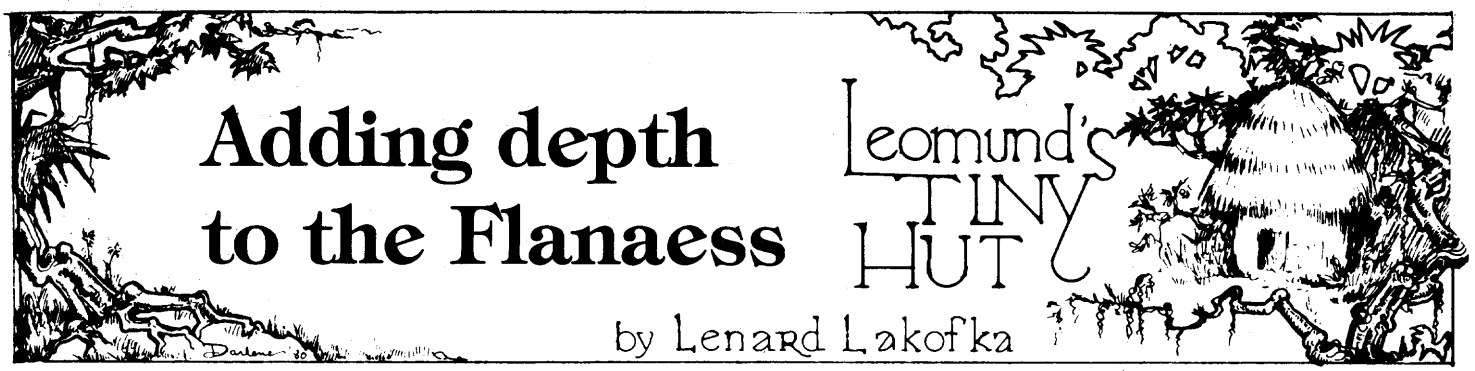

Adding depth to the Flanaess

by Lenard Lakofka

INTRODUCTION

Len Lakofka has been playing DUNGEONS & DRAGONS® and ADVANCED DUNGEONS & DRAGONS® games since there were such things, and this particular contribution to the game system of the WORLD OF GREYHAWK™ fantasy world setting is exceptionally useful for those who have not established a detailed campaign in a specific area of the WORLD OF GREYHAWK. It is also nearly as useful for those who have such an established campaign, but who allow "outsiders" to come in from other parts of the world.

This system allows not only for determination of the birthplace and alignment of a character, but it also provides an interesting mix of languages known for both humans and demihumans. With these developments comes a greater understanding of the WORLD OF GREYHAWK and its language forms; and the more highly developed the background for a campaign, the more easily such a campaign is managed. For these reasons I am particularly enthusiastic about the treatment Len has provided. I have checked it over for "accuracy," and a few minor changes have been made in order to more closely conform with the actual area. I have also appended a brief description of the racial types common in the Flanaess. With these additions, we believe that your campaign on the WORLD OF GREYHAWK will be greatly enhanced. Experience will, I am sure, prove this statement *to be true.*

E. Gary Gygax

Author's introduction

This article is designed as a supplement to the WORLD OF GREYHAWK Gazetteer, though some parts of it can stand alone.

Creating new characters is always fun. The more a player can identify with a character, the better the play of the character tends to be. By adding "meat" to a character, the DM increases interest in that figure.

A character's place of birth and the language(s) he/she can use have long been vital aspects of a character's life history. As I add scenarios to Lendore Isle (see WORLD OF GREYHAWK, Spindrift Isles), I am careful to use languages and birthplaces from the "known world" (as defined in WoG).

A human character's place of birth

The chart which follows, used to determine the birthplace of human characters, favors those locations (provinces/countries) where the "most common alignment(s)" is non-evil. Bands of adventurers who are evil can be put together, of course, but since most modules and campaigns are designed for non-evils, only those locations will be given here.

A birthplace chart will give the name of a general location. Either the DM or the player (if the DM prefers) can then select an exact site from the province/country or from the bordering forests or hills.

Place of birth may be important in determining the alignment of a character, but it will not always absolutely define that alignment. In cases of apparent conflict, the DM can simply rule that the family of the character did not practice the predominant alignment of the area, or perhaps that the family moved to a locale of suitable alignment soon after the birth of the character.

Characters who are of a class or a race which makes a particular alignment mandatory should not be inhibited by the results of the chart. It is entirely possible for a character born in UII, for instance, to grow up to become a paladin. All that is necessary is for the DM to create a reason why the character is lawful good in a land of chaotics and neutrals.

On the other hand, if the alignments listed for an area are just as "good" for the character as any others, one of the given alignments can be considered a good "random" choice.

Birthplaces for human characters

d% roll	Place of birth	Likely alignments
01-05	The Great Kingdom	Any
06	The Sea Barons	CN
07-08	Lordship of the Isles	LN
09-10	Sunndi	LN, CG, N
11	Idee	N, CN
12	Irongate	LN
13-14	Onnwal	LN
15-17	Almor	LN, LG
18-28	Nyrond	LN, LG, NG, CG
29	Ratik	N, CE, CN
30	Cold Barbarian state	CN
31	Rovers of the Barrens	CN, N
32	Duchy of Tenh	LN, N
33-34	Theocracy of the Pale	LN, LG
35-36	Shield Lands	LG, NG, N
37-41	County/Duchy of Urnst	N, NG
42-44	Greyhawk	Any
45-54	Kingdom of Furyondy	LG, NG, LN
55	Tiger/Wolf Nomads	N, CN
56-57	Ekbir	LN, N
58	Tusmit	N
59-62	Zeif	LN, N
63-64	Paynims	CN, N
65	Ull	CN, N, CE
66	Ket	CN, N
67-69	Perrenland	LN, N, LG
70	Highfolk	CG, N, CN
71-82	Velluna	LG, NG
83-84	March of Bissel	NG, N, LG, LN
85	Gran March	LN
86-87	Duchy of Geoff	CG, CN, NG
88-89	Sterich	CG, CN, N
90-91	The Yeomanry	LG, LN
92-94	Kingdom of Keoland	LN, LG, NG, CG, CN, N
95	Tri-States of Ulek	LN, LG, CG, N, CN
96-99	Wild Coast	Any
00	Character's choice	Any

Naturally, neither the DM nor players should feel bound by every birthplace or alignment tendency indicated by the chart. Some places of birth might not seem logical for a certain class of character; for instance, if a character rolls the land of the Frost Barbarians as his place of birth, it is somewhat of a conflict if the character happens to be a magic-user. (The barbarian races would produce fighters, if not berserkers, as their major class.) If a birthplace seems incongruous with the class or other characteristics of a figure, simply re-roll or make a logical selection from the available choices.

A demi-human character's place of birth

If a character is of one of the demi-human races, use the table below to determine birthplace. Half-elves are treated as elves; half-orcs appear where humans and humanoids (specifically orcs) reside.

Birthplaces for demi-humans, Main table

Place of birth	Elf	Dwarf	Gnome	Halfling
Use subtable at top of next column	01-05	01-05	01-05	01-05
Sunndi	06-10	06-12	06-08	--
Irongate	11	13-14	09	06-16
Onnwal	--	15-18	--	--
County of Urnst	--	--	--	17-29
Ratik	--	19-36	10-13	--
Duchy of Urnst	--	37-43	14-17	30-58
Spindrift Isles	12	--	--	--
Highfolk	13-15	--	--	--
Veluna	16-23	--	18-26	--
Duchy of Geoff	24-28	--	--	--
Sterich	--	44-52	--	--
Sea Princes	29	--	--	--
Ulek (all)	30-40	53-72	27-33	59-82
Celene	41-52	--	34-38	--
Wild Coast	53	73-74	39-41	83-88
Dreadwood	54-69	--	42	--
Gnarley Forest	70-74	--	43-46	--
Verbobonc	75-76	--	47-52	--
Grandwood Forest	77-81	--	--	--
Flinty Hills	--	--	53-54	89-95
Gamboge Forest	82-90	--	55-58	--
Stark Mounds	--	--	59-60	--
Kron Hills	--	--	61-89	--
Glorioles	--	75-97	--	--
Menowood	91	--	--	--
Silverwood	92	--	--	--
Vesve Forest	93-99	--	90-98	--
Welkwood	00	98-00	99-00	96-00

Birthplaces for demi-humans, Subtable

Given below are places where "few" or "some" demi-humans live, according to the WORLD OF GREYHAWK.

Place of birth	Elf	Dwarf	Gnome	Halfling
The Great Kingdom	01-03	01-03	01-03	01-03
The Sea Barons	04	04	04	04
Lordship of the Isles	05	05	05	05
Idee	06-08	06-08	06-08	06-08
Almor	09	--	09	09
Frost Barbarians	10	09	10	10
Snow Barbarians	11-13	10-12	11-13	11-13
Ice Barbarians	14	13	14	14
Rovers of the Barrens	15	14	15	15
Duchy of Tenh	16-18	15-17	16-18	16-18
Theocracy of the Pale	19-21	18-20	19-21	19-21
Shield Lands	22	21	22	22
County of Urnst	23	22-23	23-24	--
Greyhawk	24-26	24-27	25-28	23-24
Kingdom of Furyondy	27-29	28-30	29-31	25-28
Wolf Nomads	30	31	32	29
Tiger Nomads	31	32	33	30
Tusmit	32	33	34	31
Spindrift Isles	--	34-36	35-37	32-34
Ket	33	37	38	35
Perrenland	34-36	38-40	39-41	36-38
Highfolk		41-43	42-44	39-41
Veluna	--	44-50	--	42-48
March of Bissel	37-39	51-53	45-47	49-51
Gran March	40-42	54-56	48-50	52-54
The Mage	43-49	--	51-58	--
Duchy of Geoff	--	57-59	59-61	55-57
Sterich	--	--	62-68	58-64
Sea Princes	--	60	--	65
Kingdom of Keoland	50-56	--	69-75	66-72
Celene	--	--	--	73-79
Dyvers	57-59	61-63	76-78	80-82
Grandwood	--	64-66	79-81	83-85
Lorridges	--	67-73	82-89	--
Gamboge Forest	--	--	--	86-92
Stark Mounds	--	74-80	--	--
Barrier Peaks	--	81-87	--	--
Axewood	60-67	--	--	--
Fellreev Forest	68-74	--	--	--
Hornwood	75-88	--	--	--
Rieuwood	89-95	--	--	--
Vesve Forest	--	--	--	93-97
Choice of any available, either table	96-00	88-00	90-00	98-00

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Breaking language barriers

Once a character's place of birth and alignment are fixed, it is time to determine the language(s) the character speaks. Following hereafter is a list of all possible languages and their basic characteristics, followed by lists to determine the language spoken by the human occupant of a given region.

Common sense and logic must be used when the lists are employed. Suloise, for example, is a language of learned men that is all but forgotten as a primary tongue. It would be silly to have a fighter of low intelligence speak it as a primary language just because that was the result produced.

WORLD OF GREYHAWK Languages

Language	Primary or Secondary	Usual speaker
Suloise	Secondary	Scholars, sages, magic-users, illusionists, bards
Flan	Primary	Peasant to king
Baklunish	Primary	Peasant to king
Oeridian	Primary	Peasant to king
Common[1]	Primary*	Peasant to king
Ferral[2]	Secondary	Learned and ranked characters only
Nyrondese[3]	Primary	Peasants and those of little education
Nyrondese[3]	Secondary	Educated characters
Cold Tongue (Fruz)[4]	Primary	Barbarian races
Velondi[5]	Primary	Rural folk, peasants
Velondi[5]	Secondary	Educated characters
Keolandish[6]	Primary	Peasant to king
Lendorian	Secondary	Educated characters

*— Common is known by all adventurers, though they might not be fluent in it.

[1]— A mixture of Suloise and Oeridian tongues with some Baklunish admixture.

[2] — Oeridian tribal language.

[3] — High Oeridian dialect of Common.

[4] — Suloise with Flan admixture.

[5] — Oeridian tribal language.

[6] — Old High Oeridian with admixtures.

Languages spoken by human occupants

The following list presents the general locations within the WORLD OF GREYHAWK, the most common alignment(s) found therein, and a list of the languages spoken by occupants of the area. Roll d% to see which language is used by a particular character. In the "Special" category will be listed a particular tongue, if at least a 1% probability exists that the language will be spoken by a character. For regions where a "Special" language is not mentioned, the chance of such an obscure dialect being used by a character is negligible.

The Great Kingdom (Kingdom of Aerdy): chaotic evil, lawful evil; Oeridian 01-20, Common 21-99, Suloise 00.

Sea Barons: chaotic evil, chaotic neutral; Common 01-94, Oeridian 95-00.

Lordship of the Isles: neutral, chaotic neutral; Oeridian 01-03, Common 04-98, Suloise 99, Special 00 (Ferral).

County of Sunndi: lawful neutral, chaotic good; Oeridian 01-07, Common 08-99, Special 00 (Ferral).

County of Idee: lawful neutral; Oeridian 01-05, Common 06-98, Suloise 99, Special 00 (Ferral).

Free City of Irongate: lawful neutral; Oeridian 01-05, Common 06-98, Suloise 99, Special 00 (Ferral).

Free State of Onnwal: lawful neutral; Oeridian 01-06, Common 07-99, Special 00 (Ferral).

Prelacy of Almor: lawful neutral, lawful good; Oeridian 01-07, Common 08-00.

Kingdom of Nyrond: lawful neutral, lawful good; Oeridian 01-03, Common 04-85, Suloise 86, Special 87-00 (Nyrondese).

Bone March: chaotic evil; Common 01-00.

Barony of Ratik: neutral; Common 01-00.

Frost Barbarians: chaotic neutral, chaotic evil; Suloise 01-06, Common 07-60, Special 61-00 (Cold Tongue).

Snow Barbarians: chaotic neutral, chaotic evil; Suloise 01-05, Common 06-62, Special 63-00 (Cold Tongue).

Ice Barbarians: chaotic neutral, chaotic evil; Suloise 01-04, Common 05-63, Special 64-00 (Cold Tongue).

Hold of Stonefist: chaotic evil; Flan 01-02, Suloise 03, Common 04-99, Special 00 (Cold Tongue).

Rovers of the Barrens: chaotic neutral, neutral; Flan 01-20, Baklunish 21-36, Oeridian 37-46, Common 47-99, Suloise 00.

Duchy of Tenh: lawful neutral, neutral; Flan 01-88, Oeridian 89-90, Common 91-00.

Theocracy of the Pale: lawful neutral; Flan 01, Oeridian 02-05, Common 06-00.

Bandit Kingdoms: chaotic neutral, chaotic evil; Flan 01-13, Baklunish 14, Oeridian 15-24, Common 25-00.

Shield Lands: neutral good; Flan 01-02, Baklunish 03, Oeridian 04-18, Common 19-00.

County of Urnst: neutral, neutral good; Flan 01, Oeridian 02-07, Common 08-00.

Duchy of Urnst: neutral; Flan 01, Oeridian 02-03, Common 04-00.

Greyhawk: any; Flan 01, Baklunish 02, Suloise 03, Oeridian 04, Common 05-99, Special 00 (Velondi).

Kingdom of Furyondy: lawful good; Flan 01, Baklunish 02, Suloise 03, Oeridian 04-20, Common 21-85, Special 86-00 (Velondi).

Horned Society: lawful evil; Flan 01, Baklunish 02-04, Oeridian 05-09, Common 10-00.

Land of Iuz: chaotic evil; Flan 01, Baklunish 02-06, Oeridian 07, Common 08-00.

Wolf Nomads: neutral, chaotic neutral; Baklunish 01-35, Oeridian 36-80, Common 81-00.

Tiger Nomads: neutral, chaotic neutral; Baklunish 01-40, Oeridian 41-85, Common 86-00.

Caliphate of Ekbir: lawful neutral; Baklunish 01-47, Oeridian 48-53, Common 54-00.

Tusmit: neutral; Baklunish 01-12, Oeridian 13-27, Common 28-00.

Sultanate of Zeif: lawful neutral; Baklunish 01-79, Oeridian 80-94, Common 95-00.

Plains of the Paynims: chaotic neutral; Baklunish 01-92, Oeridian 93-97, Common 98-00.

Ull: chaotic neutral; Baklunish 01-30, Oeridian 31-51, Common 52-00.

Ket: chaotic neutral; Baklunish 01-49, Oeridian 50-61, Common 62-00.

Perrenland: lawful neutral, neutral; Flan 01-49, Baklunish 50-57, Oeridian 58-65, Common 66-00.

Independent Town of Highfolk: neutral, chaotic good; Oeridian 01-07, Common 08-00.

Archclericy of Veluna: lawful good; Suloise 01, Oeridian 02-24, Common 25-88, Special 89-00 (Velondi).

March of Bissel: neutral good; Flan 01, Oeridian 02-19, Common 20-00.

Gran March: lawful neutral; Flan 01, Oeridian 02-17, Suloise 18, Common 19-98, Special 99-00 (Keolandish).

Valley of the Mage: lawful neutral; Flan 01-02, Oeridian 03-04, Common 05-00.

Duchy of Geoff: chaotic good; Flan 01-50, Oeridian 51-57, Common 58-00.

Earldom of Sterich: chaotic good; Flan 01-12, Oeridian 13-60, Common 61-90, Special 91-00 (Keolandish).

Yeomanry: lawful good; Flan 01, Suloise 02-04, Common 05-00.

Hold of the Sea Princes: chaotic neutral, chaotic evil; Flan 01, Oeridian 02-17, Suloise 18, Common 19-00.

Kingdom of Keoland: chaotic good, neutral good; Flan 01-02,

Oeridian 03-12, Suloise 13, Common 14-80, Special 81-00 (Keolandish).

Tri-States of Ulek: neutral good, neutral; Flan 01, Oeridian 02-11, Suloise 12, Common 13-90, Special 91-00 (Keolandish).

Kingdom of Celene: chaotic good; Oeridian 01-02, Common 03-00.

Wild Coast: any; Flan 01, Oeridian 02-09, Suloise 10, Common 11-00.

The Pomarj: chaotic evil, lawful evil; Oeridian 01-06, Suloise 07, Common 08-00.

The Scarlet Brotherhood: lawful evil; Suloise 01-05, Common 06-00.

Spindrift Isles: lawful neutral; Suloise 01-02, Common 03-75, Special 76-00 (Lendorian).

Notes on Special languages

In most cases, a "special" language generated from the list above is simply a dialect of one of the more popular languages. However, those who speak a dialect will not always automatically understand someone who speaks the native tongue or another dialect of the native tongue.

Intelligence is the factor which determines whether a character can understand someone else who is speaking a related language. The chance of a character's understanding is equal to that character's intelligence times 6% (note exception below under The Cold Tongue). Missing the desired percentage by 1-20 will yield partial, incomplete understanding, and missing the desired percentage by 21 or more means that the character cannot under stand a word the other character is saying. Note that this "chance to understand" roll only applies to characters whose languages are related.

Example: A party member with an intelligence of 14 speaks fluent Common. He comes upon a figure who speaks only Nyrondese, a dialect of Common. There is a chance of 14 x 6% = 84% that the party member will understand the other member. If an 85 or higher is rolled, it means the party member will be able to communicate somewhat, but will not fully perceive the other speaker's thoughts and intentions through speech alone. In this case, since the party member's intelligence was sufficiently high, there is no chance of him being totally in the dark. Note that under normal circumstances, it is impossible for a character of 17 or higher to fail to understand someone speaking a related language (17 x 6% = 102%).

If the Nyronder in the above example has an intelligence of 11, there is a 66% chance he will understand the party member. There will be incomplete understanding on a roll of 67-86, and no verbal understanding will be possible if the roll is 87 or higher. This roll should only be made once for each particular pair of characters.

Following are descriptions of each of the special languages, including an indication of which languages they have no relation to, as well as related languages which might allow for understanding between speakers.

Ferral: Originally of Oeridian derivation, this is now a secret language spoken only by officials of the Iron League. These officials include high-ranking fighters, clerics, and other persons in a position of authority. Ferral is used only for command and identification purposes, and is never a primary language. It can be understood by those speaking Oeridian.

Nyrondese: This is little more than a dialect of Common which is spoken by residents in some locales of Nyrond. It is a primary language particularly for peasants, shopkeepers and the like. Learned persons almost always speak Common as well. It can be understood by those who speak Common or Oeridian.

The Cold Tongue: Also called "Fruz," this language is a dialect of Suloise. It is commonly spoken as a primary language among the Ice, Snow and Frost Barbarians. It has no relation to Common, and even those speaking Suloise find it difficult to understand (use intelligence x 4% instead of 6% in this case only). It can only be understood by those who speak Suloise or Flan.

Velondi: This is a dialect of Old Oeridian spoken primarily in Veluna and Furyondy. It is the primary language of rural folk on the common border between the two countries. Those who speak Common cannot comprehend it at all, but it can be understood by those who speak Oeridian.

Keolandish: This is a widespread dialect of Old High Oeridian which is a primary language for those of the area in which it is spoken (Keoland and the surrounding lands). It is old (400+ years) and established; however, learned persons will usually speak Common and/or Old Oeridian as well. It can be understood by those who speak Common or Oeridian.

Lendorian: This is an obscure dialect of Suloise. It has no relation whatsoever to Fruz (The Cold Tongue). It is, in all cases, a second language for those who speak Common. Only characters with an intelligence of 9 or higher can learn Lendorian, and it can only be understood by those who speak Suloise or Common.

Number of languages known

Generally, whether a character can know one or more languages depends on the character's intelligence. There is one universal rule: Every character knows at least a bit of the Common tongue, even if it is not that character's primary language. A character who rolls a language other than Common as a primary language will still have the ability to communicate in Common to some degree, and Common will be treated as an "additional language" even if the character's intelligence would not normally allow for the knowledge of an additional language. The degree of fluency in Common does vary according to intelligence, however; a character with intelligence of 7 or less would have at

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best a rudimentary knowledge of Common as a secondary language.

Characters with intelligence of 3-6 are able to speak a given language. They might know how to read and write very simple words in their primary language only. The chance to be able to read and write a primary language is equal to intelligence x 12% (roll separately for reading and writing), so that a character with intelligence of 9 or higher will automatically have the ability to read and write. The chance of being able to read and write a secondary language is equal to intelligence x 3% (again, roll separately for each ability).

Characters with intelligence of 7 or less will speak no other language besides Common, if that is their primary tongue.

Characters with intelligence of 8 or more can speak one additional language, over and above the primary tongue. Up to seven additional languages are permitted (for a figure of 18 intelligence; see AD&D Players Handbook, page 10). These additional languages can be determined by using the table on page 102 of the Dungeon Masters Guide, with the lists given herein aiding in the selection of a "Human foreign or other" language. Common is considered an "additional language" for all who do not use it as a primary tongue.

To determine whether an additional language is known by a character at this point in time, multiply 13% times the number of "possible additional languages" of the character (PH, page 10) as indicated by the character's intelligence. If the desired number or less is generated, a character can have a secondary language at the present time. Make a new roll for each attempt to know a secondary language, until a roll fails or until a character has used his maximum number of possibilities. Optional: Add 2% to the chance to know a secondary language for each level of experience after first level, up to a maximum bonus of 20%.

Example: A character with an intelligence of 15 may be able to speak as many as four languages in addition to the primary language. For this example, the character's place of birth is Urnst and his primary language is Common. His chance to know any secondary language at this time is equal to 13% x 4, or 52%. If a result of 01-52 is obtained on a dice roll, the figure will speak one additional language and then may roll again, seeking to again roll 01-52 and obtain a second additional language. The process is repeated until a result of 53-00 is rolled (which could be on the first attempt), or until the character has obtained as many additional languages as possible.

Those characters who don't know as many additional languages as they possibly could will have the opportunity to learn them at a later point in the character's adventuring career. Learning a language amounts to quite a bit more than simply sitting around the campfire and memorizing a few more words each night. Learning requires continual, almost constant use of the new language, which is best accomplished in the company of others who speak and write the language fluently, or through the employment of an instructor.

A learning process like this will take a minimum of two months of solid work on the character's part, during which time NO adventuring may be undertaken by the character. At the end of two months, roll once to see if fluency has been attained (using the same percentage as was originally applicable; i.e., 52% in the above example). Failure means that one more month of study must be undertaken before another try for fluency can be made.

(Optional: Additional study, if needed, must be undertaken immediately, with no lapse between the first two months and the next one, in order to test for fluency without penalty. For every lapse in learning of one week, the chance for fluency is reduced by 5% the next time such a check is made. For example, if the character described above failed on his initial roll to know an additional language after taking two months of training, he could train for another month right away and check again at the same percentage chance (52%). However, if he takes a week off

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between the first two months and the next month of training, the next check for fluency would be made at 47%. Note that the 5% penalty applies only to the chance to know the particular language for which training was taken. If a character wishes to begin instruction in a different language, checks for fluency after the training period would be at 52% as usual.)

Languages for demi-humans and humanoids

The AD&D Players Handbook lists basic languages for demi-humans and humanoids, and more language information for humanoids is found in the Monster Manual. As with humans, the intelligence of a demi-human or humanoid character has a bearing on which languages he can know— and, as with humans, all adventurer demi-humans will have at least a rudimentary knowledge of Common.

To more closely conform with the rest of this system, the strictures given in the Players Handbook on which languages (and how many) a demi-human can know should be altered according to the following specifications and restrictions. Notes which follow the listing of the demi-human races will give reasons for the differences which are outlined.

Dwarves will always speak dwarven and Common. It is possible for a dwarf to know gnome, goblin, kobold and orcish as additional languages, with a percentage chance of knowing each one equal to intelligence x 5%, or intelligence x 8% if proximity is a factor. A dwarf may know up to two additional languages regardless of intelligence.

Elves will always know elvish and Common. Possible additional languages include gnome, halfling, goblin, hobgoblin, orcish and gnoll, with the chance of knowing any one equal to intelligence x 5% (or x 8% for proximity). Elves with intelligence of 16-18 may roll for additional languages on the table on page 102 of the DMG, ignoring a roll if it produces a language already known but counting it if it produces a language which has been attempted and failed. The chance of knowing any language generated from that chart would be 80% for an elf of intelligence 16, 85% for intelligence 17 and 90% for intelligence 18.

Gnomes will always know gnome and Common, and have the ability to communicate with burrowing animals as described in the Players Handbook. A gnome has a chance of intelligence x 5% to know dwarven, halfling, goblin, kobold, or 1-2 languages from the table on page 102 of the DMG, with the same 8% provision for proximity. The proximity rule would also apply to local human tongues. (Note that a gnome is not necessarily limited to two additional languages, as per the PH.)

Half-elves will always know Common, and will know elvish if raised by one or more elves. Additional languages possible — only for a character raised by one or more elves — (intelligence x 5%, or 8% for proximity) include gnome, halfling, goblin, hobgoblin, orcish and gnoll. Half-elves of intelligence 17 have an 85% chance to know 1 language from page 102 of, the DMG, and those of intelligence 18 have a 90% chance to know up to two languages from that table.

Halflings will always know halfling and Common. Possible additional languages include dwarven, gnome, goblin, orcish, and 1-2 additional languages (page 102, DMG) for those of intelligence 17 or higher. The proximity rule of intelligence x 8% applies in all cases except proximity to gnomes, which uses a figure of intelligence x 10% instead.

Half-orcs will always know Common, and will know orcish if raised by one or more orcs. Possible additional languages include hobgoblin, goblin, gnoll and kobold, at a chance of intelligence x 5%. The bonus for proximity does not apply to half-orcs. Those of intelligence 16 or 17 may learn 1-2 additional languages (page 102, DMG) at chances of 80% and 85% respectively.

The changes in this procedure from that outlined in the Players Handbook are designed primarily to account for an individual character's background and intelligence. Instead of automatically knowing certain languages in addition to Common and the racial tongue, characters must check against their intelligence to see if they know any additional ones. Also, it is not automatic for a half-elf or half-orc to know elvish or orcish, respectively. Only characters who were raised in a group/family with at least one member of the non-human race can possibly know that racial language in addition to Common.

The basic chance to know any of the other racial languages is enhanced for characters who were brought up by members of one race in proximity to a group of another race. This proximity bonus applies between races that are non-hostile toward each other (elves vs. gnomes, for example), but no proximity bonus is used between races that oppose each other (elves vs. orcs).

It is entirely possible that a demi-human who was brought up by humans only would not be able to learn all of the racial tongues listed as possible for that demi-human type. Also, characters raised in towns will have a smaller chance of being able to know the various racial languages than characters raised in a rural area or the wilderness.

Using the base chance of intelligence x 5% (or more for proximity), a roll should be made for each character for each racial language listed. Even if one or more of the dice rolls results in failure, it is still possible to succeed in knowing another racial language. This is different from the system used for humans, where failure on a roll for a secondary language means that no further attempts may be made without undergoing a learning process.

APPENDIX
by E. Gary Gygax

Racial types of the WORLD OF GREYHAWK fantasy setting

Baklunish: The Baklunish people have golden-hued skin tones. Their eyes run from gray to green, although brown is most common. Their hair color runs from brown to black. Variance is by tribe and nation.

Flannae: The Flannae have bronze-colored skin. Although some are more coppery, numbers of them are very dark bronze (deep brown). Eye color tends to brown or black, although some have a pale amber eye coloration. Hair tends to be dark brown or black.

Oeridians: The Oeridians are tan- to olive-skinned. Some tribes are on the fairer side, while others are rather dark. Their eye color tends to vary to any shade. Hair color runs from dark blonde to black, but the most common hair color is brown or reddish brown.

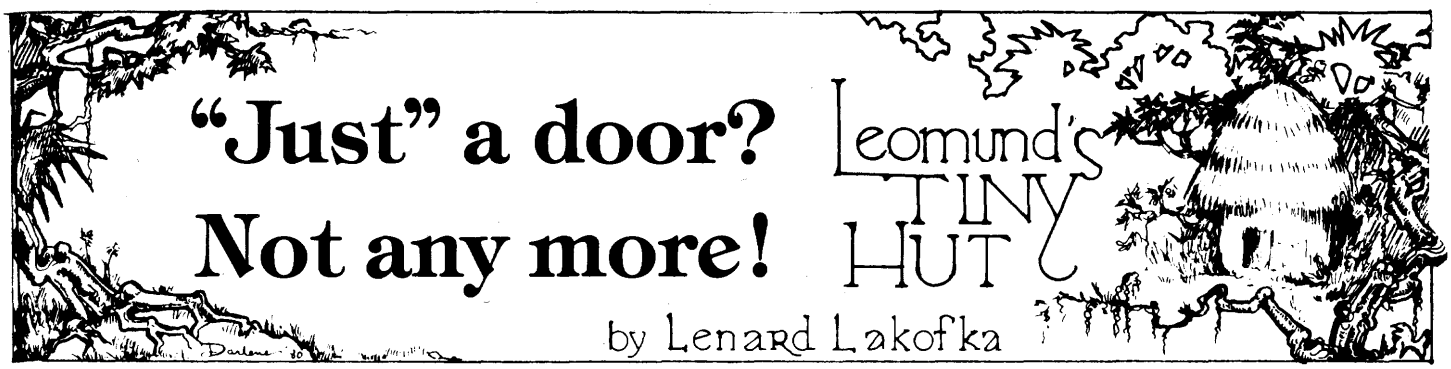
Suloise: The Suloise are very fair-skinned people. Although some are less fair than others, many are nearly albino. These people have pale blue eyes, very blonde or platinum-colored hair. The less fair have normal white skin, blonde or light red hair, and gray or blue eyes.

The inner mixture of Oeridians with Suloise tends toward a typical European-mix looking population. However, the original Flannae stock shows up fairly commonly in just about any society, so that there will be light-bronze to deep-bronze folk intermingled in most populations.

The mix of Oeridian and Baklunish brings a fairly light skin — a real yellowish cast, rather than the vague yellow of the oriental human.

A cross of Baklunish and Flannae yields a golden-copper skin color.

In general, the skin color of an individual makes no difference in many places, although the nobles of the Great Kingdom are very jealous of being light-skinned, just as the rulers of the Duchy of Tenh are conscious of the supposed superiority of their bronze color. In the central south region, from Greyhawk to the Duchy of Geoff, there is little heed paid to skin color, just as there is little heed paid to absolute racial type, i.e. human or demi-human, except perhaps by demi-humans who sometimes feel superior to humans.



An adventure has finally ended, with both great loss and great gain to the party. Most notably, Charlie the fighter has become a Lord (9th level), Ponifax the cleric has become a High Priestess (9th level) and Wizbangzap the magic-user has become a Wizard (11th level). Suddenly all three player characters realize that each is allowed to establish a headquarters building. They have already cleared the area they have set aside for the structure and are ready to begin construction.

This article will deal with three aspects of building a castle, tower or temple:

1. Closures (i.e. doors, portcullises, drawbridges, etc.)
2. Magical traps and guards (Glyph of Warding, Magic Mouth, Wizard Lock, etc.)
3. Teleporters

Further, it will deal with the means of encountering these constructs and magics in the course of an adventure.

Doors

The door to a farmer's hut is not the same as the door to the treasure vault in an old dungeon. However, Strength Table II in the AD&D™ Players Handbook considers all doors in the same way. If a figure with strength 16 shoulders a door that is stuck, he/she simply has a 50% chance to open it (1-3 on d6).

I prefer to give the door a Counter Strength. This is a number, that measures the door's ability to withstand the physical strength of the character. If the character is stronger than the door, he/she will always open it on the first try. If he/she is not, then successive attempts must be made. If the door is more than three points stronger than the character, he/she cannot open it by physical strength unless he/she is willing to break the door (or the bar, lock, etc. holding it shut).

A character's chance of opening a stuck or abnormally heavy door depends on the difference between the door strength and the character's physical strength. If the difference is 3 or more in favor of the door, the chance to open the door (without breaking it) per attempt is 0%; a difference of 2 is a 30% chance; a difference of 1 is a 65% chance; if door strength and character strength are equal, the chance is 85%, and if the character strength is greater than the strength of the stuck or heavy door, the chance is 100%. Thus, if a door were rated as physical strength 13 and a character of strength 11 shouldered it, he/she would have a 30% chance per try to open it. Successive attempts would be allowed.

What are the strengths of normal "stuck" or heavy doors? The following is a list of types of door, listed according to what they enclose and (sometimes) the condition they are in, and the usual strength factor of such a door:

Peasant's hut — usual strength 4-10 (2d4+2);
Ordinary shop, inn, tavern — 3-12 (3d4);
Temple main door — 8-13 (d4+4);
Castle door to courtyard — 9-15 (d6+8);
Dungeon door (good repair) — 8-17 (3d4+5);
Dungeon door (warped but firm) — 10-17 (d8+9);
Dungeon door (rotten) — 3-10 (d8+2);
Treasure room — 12-19 (d8+11).

Teamwork: Multiple figures can pool their strengths. Use the physical strength of the strongest figure as the base. Add 1 point to this for a figure that is 3 or more points weaker, 2 points for a figure that is 2 points weaker and 3 points for a figure that is only 1 point weaker. Most doors can accommodate only two pushers at one time, but exceptions might occur.

Example: A treasure room door is stuck (not locked) and has a strength of 19. Two characters wish to open it. One has a strength of 17, the other 15. The base strength is 17. Add 2 because the helper is two points weaker, for an effective combined strength of 19. Thus, the difference in strengths is now 0, and the two adventurers have an 85% chance to open the stuck/heavy door on the first shot.

Naturally, doors might have bars, locks, latches, hooks, etc., to strengthen them. Further, they might be magically *held* or *wizard locked.* It is still possible to overcome these closures by physical strength without having to bash the door down. Add the following strength factors to a door that is secured in any of the following ways:

Single wooden bar: 1-4 (d4);
Double wooden bar: 3-9 (2d4+1);
Single iron bar: 3-8 (d6+2);
Latch: 1-4 (d4);
Padlock: 3-10 (d8+2);
Bolt: 2-7 (d6+1);
Bolt and lock: 3-9 (2d4+1);
Hold Portal spell: 12 (constant);
Wizard Lock: 12 (constant).

Other types of securing can be devised, of course. If the above treasure room door were barred and bolted shut, the door would have a strength of from 22 to 30! The two figures we mentioned could not budge it, since it is three points stronger (at least) than their effective total strength for this purpose.

Wooden doors, and some metal doors, can be broken down by bashing, chopping and hammering. A wooden door can withstand a number of points of damage equal to its physical strength. Metal doors, *held* doors and *Wizard Locked* doors can absorb from 5 to 20 more points of damage than their strength, depending upon the thickness of the door. Some metal doors might be unbreakable even after continued bashing — this would be defined in the design.

Thus, the given treasure room door, if constructed of wood, could take 22 to 30 points of damage. We'll assign it a strength of 28. Characters would now strike at it with bashing, chopping and banging weapons until the door has taken 28 points of damage —at which point it will break. A character need not roll "to hit." He/she simply swings the weapon, clobbers the door, and gains his/her full strength bonus to damage, if any. Doors are considered as large opponents if they are larger than 30 square feet in surface area. Note that exceptional strength (18/01 to 18/00) benefits the breaking of doors, but not the mere shouldering of doors.

Knock, knock: A knock spell, as per its description, will negate two forms of securing. Always eliminate the weakest security device first. A knock cannot lift a portcullis, but a levitate spell might be able to do so. A knock can drop a drawbridge only if cast directly at the mechanism that opens and closes the draw-

bridge. Finally, knock is not silence, and incidental noise can easily arise from numerous causes.

Doors of physical strength 50 or greater (after being locked and secured) should be the top reasonable limit, though a DM could well design a door that cannot be broken by usual means. However, such a door should never be found in a player character's stronghold.

Magical traps and closures

Players will try to *wizard lock* every door, put a *glyph* in every corridor, put *magic mouths* in each room, etc. Such a load of magic would make a thief's hair turn white if he tried to break in. Further, players would object if a DM designed such a dungeon/castle for them to enter. A means of limiting the use of such spells is to allow only a specific number of them to be operating per 1,000 square feet. Excess use of such spells will allow a Gate to open to another plane of existence, with all of the attendant problems that will involve. Details on this process were described in *Leomund's Tiny Hut* in DRAGON #42.

Teleporters

Every new castle builder would like to include a teleport mechanism in the design. However, being able to cast the spell *teleport* is not enough to manufacture such a portal.

The formula is as follows: Secure a large gem of at least 10,000 gp value. Throw *Enchant an Item* on it to make it receptive. Now cast *teleport, magic mouth,* and *permanency.* Such a magic gem can then be placed in a throne, under a floor (no more than 12 real inches of non-metallic covering), or in some other secure, solid place.

Now a second gem must be magicked in the same way! After all, a teleporter only functions if it has a place to go. Such a teleporter would be usable at the same chance for error as a place "studied carefully," i.e., a 4% chance of teleporting high and a 2% chance of teleporting low.

The gems used to mark the teleport points can be as far apart (in feet) as the gold-piece value of the lesser gem divided by 10. For example, if one gem is worth 20,000 gp and the other 30,000 gp, the gems could be as far as 20,000/10 = 2,000 feet apart. A *Limited wish* must be uttered to "join" two gems so they can be used for teleporting purposes. If either gem is moved more than one foot, the teleporter will not function again until a new *Limited wish* is cast upon the pair. A full *Wish* can link up to six gems, any two of which can be as far apart as 1/3 the value of the least expensive gem (expressed in feet, as above). The *magic mouth* cast upon the gems during the preparation will specify the word or phrase that must be used to activate the teleporter. If the teleporter is to work by thought only, then an *ESP* spell is used instead of *magic mouth.*

Teleporters have a "reset" time and a usability factor (number of times usable per day or week). The more expensive a gem, the more often it can be used and the faster it will reset:

Gem value	Usable	Will reset to be used again in
Under 20,000 gp	Seven times/week	One hour
20,000 to 49,000 gp	Ten times/week	Two turns
50,000 to 99,000 gp	Seven times/week	Two turns
100,000+ gp	Twelve times/day	One turn

The *Wish* or *Limited wish* binds two teleport gems together, and moving one or both or destroying one or both can release great power. The results of moving/destroying a gem are:

01-50% — Release of an explosion dealing 1-4 points of damage per 10,000 gp value of the gem to each character within 50 feet of the gem when it is moved/destroyed. The gem is fragmented so that the remaining pieces are 1/20 of the gold-piece value of the original.

51-80% — Teleportation to the site of the other gem (random destination if multiple gems) but the figure will arrive stunned for 2-8 rounds with no saving throw allowed.

81-95% — Figure must make a saving throw or go insane.

96-00% — Gem destroyed/moved with no ill effects.

Dispel magic thrown on a gem used in a teleporter in an attempt to render it useless will have the same effect as any other type of attempt to damage or move it. A full *Wish* used for such an attempt allows the figure to add 45% to his/her die roll in the above procedure.

Teleporters can also be built specifically for use by characters or creatures of a particular alignment, class or ability. If this is the case, *Know alignment* or *Locate object* must also be cast when the gems are originally magicked.

How to give disease a fighting chance

by Matt Thomas

One of the most frustrating things for a DM to cope with is the fact that natural disease can so easily be overcome by characters once they run into a fifth-level cleric with his all-powerful *Cure Disease* spell. What's the use of spending all that time rolling to see whether someone contracts a disease, only to have the neighborhood cleric neutralize everything with a single, simple spell casting?

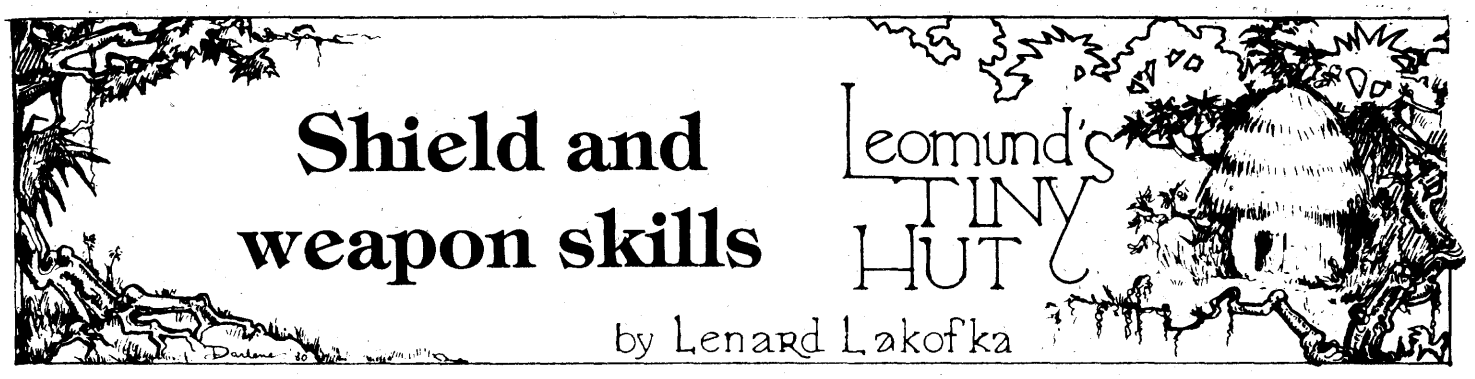
One way of making disease-curing clerics less powerful is to allow only clerics of a certain level to cure certain diseases. The chart below lists the diseases named on page 19 of the Dungeon Masters Guide, divides them into types of severity, and assigns a number to each type which represents the minimum level a cleric must hold before being able to cure it.

"Terminal strain" varieties of many diseases are introduced on the chart. "Terminal A strain" is a normal terminal pathogen, but "Terminal B strain" is much more potent and highly deadly. A "B" strain terminal disease occurs on a 1 in 8 chance after the disease has been determined as a terminal case.

Cures for all but Terminal "B" strain diseases cost 100 gp times the number on the chart. Terminal "B" strain cures are twice as expensive as other cures.

Note: Definitions of headings on the chart are as follows: MA=mild acute case; MC=mild chronic; SA=severe acute; SC=severe chronic; T(A)=Terminal A; and T(B)=Terminal B.

Disease	MA	MC	SA	SC	T(A)	T(B)
Blood/blood forming organs	9	10	10	11	12	13
Bones	10	11	12	13	14	15
Brain/nervous system	9	10	10	11	12	13
Cardiovascular-renal	10	10	11	12	13	14
Connective tissue	10	11	12	13	14	15
Ears	6	6	7	8	8	9
Eyes	6	6	7	8	8	9
Gastro-intestinal	6	6	7	8	8	9
Generative organs	8	8	9	9	10	11
Joints	6	6	7	8	-	-
Mucous membranes	5	5	5	5	-	-
Muscles	6	6	7	8	8	9
Nose-throat	7	7	8	9	9	10
Respiratory system	5	5	5	6	-	-
Skin	6	6	7	8	8	9
Urinary system	7	7	8	9	9	10
Parasites:						
Cardiovascular	6	6	7	8	8	9
Intestines	9	10	10	11	12	13
Muscles	8	8	9	9	10	11
Respiratory system	10	11	12	13	14	15
Skin/hair	10	10	11	12	13	14
Stomach	5	5	5	5	-	-



Shield and weapon skills

by Lenard Lakofka

A major event at Mainecon III last summer was a demonstration of arms by the SCA (Society for Creative Anachronism). They used carpet and foam padding for body armor and actual metal helmets for the head. Shields are of wood, as are weapons. Most weapons are made of rattan (a wood that is pliable and has some "give" to it) or have foam-rubber heads (like axes and hammers). Certainly this is not absolutely "realistic," but it is a good simulation. Weapons weigh from one half to one quarter of the same weapon in metal, and armor is just as encumbering as metal armor would be, though not as heavy.

The event brought home two very important points, First, a shield is very important to a contestant. Fully 60% of the blows are caught by the shield. Second, a trained fighter who normally uses a broadsword is a much poorer fighter when using a battle axe for the first time.

To place these facts in terms of AD&D™ rules, some minor rule changes are proposed. A shield will now give +2 to armor class instead of just +1. To balance this,

TABLE 1: PRIMARY HAND-HELD WEAPONS

Weapon type:	Human fighter or assassin	Half-orc fighter or assassin	Elf, half-elf fighter, assassin	Dwarf fighter or assassin	Gnome fighter or assassin	Halfling fighter or assassin	Rangers	Paladins	Clerics (all races)	Druids	MU's, illusionists (all races)	Human, half-orc thieves	Elf, half-elf thieves	Gnome thieves	Dwarf thieves	Halfling thieves	Monks	Men-at-arms
Battle axe	01-06	01-04	01	01-17	01-08	01-02	01-07	01-08	–	–	–	–	–	–	–	–	–	01-02
Hand axe[1]	07-10	05-07	02	18-30	09-11	03-27	08-16	09-12	–	–	–	–	–	–	–[4]	–[5]	01-07	03-04
Bo stick	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	08-20	–
Club[1]	11	08-13	03	31-33	12-24	28	17	13	01-07	01-05	–	01-04	01-03	01-04	01-04	01-04	21-25	05-13
Dagger[1 2]	12-24	17-27	04-20	34-37	25-28	29-32	18-27	14-28	–[3]	06-11	01-75	05-30	04-37	05-28	05-27	05-30	26-33	14-20
Flail, foot	25-30	28-36	21-24	38-42	29-31	33-34	28-33	29-33	08-30	–	–	–	–	–	–	–	–	21-28
Flail, horse	31-33	37	25-27	43	32	35	34-36	34-38	31-37	–	–	–	–	–	–	–	–	29
Hammer[1]	34-40	38-44	28	44-64	33-47	36	37-42	39-45	38-48	12-20	–	–	–	–	–[4]	–	–	30-35
Jo stick	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-50	–
Lance	41-45	45-47	29-33	–	–	–	43-47	46-54	–	–	–	–	–	–	–	–	–	–
Mace, foot	46-50	48-57	34-35	65-77	48-49	37-40	48-49	55-56	49-70	–	–	–	–	–	–	–	–	36-42
Mace, horse	51-54	58-60	36-40	78	50	41	50-53	57-61	71-66	–	–	–	–	–	–	–	–	43
Morning star	55-59	61-70	41	79-83	51-52	42	54-57	62-64	–3	–	–	–	–	–	–	–	–	44-46
Scimitar	60-61	71-73	42-43	–	–	–	58-64	65	–	21-58	–	–	–	–	–	–	–	47
Spear[1]	62-69	74	44-63	84-89	53-60	43-52	65-76	66-68	–	59-80	–	–	–	–	–	–	51-64	48-58
Quarter staff	70-71	75	64-68	90	61-63	53-54	77-79	69	89-97	81-97	76-00	–	–	–	–	–	65-92	59-67
Bastard sword	72-73	76-77	69	–	–	–	80	70	–	–	–	–	–	–	–	–	–	–
Broad sword	74-81	78-80	70-73	91-94	–	–	81-88	71-79	–	–	–	31-70	38-48	–	28-54	–	–	68-73
Long sword	82-95	81-94	74-94	–	–	–	89-96	80-95	–	–	–	71-94	49-97	–	–	–	–	74-75
Short sword	96	95	95	95-98	64-00	55-00	97	96	–	–	–	95-00	98-00	29-00	55-97	31-94	–	76-83
2-handed sword	97-98	96-98	96-99	–	–	–	98	97-98	–	–	–	–	–	–	–	–	–	–
Trident	99	99	—	—	—	—	99	—	—3	—	—	—	—	—	—	—	—	84
Pole arm (roll on Table la)	00	00	00	99-00	–	–	00	99-00	–	–3	–	–	–	–	–	–	93-00	85-00
Special	–	–	–	–	–	–	–	–	98-00	98-00	–	–	–	–	98-00	95-00	–	–

Notes:

[1] — If this weapon is rolled, an eligible character may elect to have throwing proficiency in it as well as hand-to-hand proficiency, at a cost of two weapons.

[2] — The dagger must be weighted to also be used for throwing, and only a small number (say 20%) are so prepared.

[3] — If the DM permits, evil clerics may elect to use the dagger, morning star or trident, and druids may be able to employ some pole arms. If a result of "Special" is rolled for such a character, one of these weapons may be selected.

[4] — Optionally, dwarven thieves may be able to use hand axes or hammers and might even be able to throw them. If a result of "Special" is rolled, one of these weapons may be selected.

[5] — Also optionally, halfling thieves may be able to use and perhaps even throw a hand axe. This weapon, if allowed by the DM, can be selected when a result of "Special" is rolled for such a character.

See text for further explanations of all annotated material.

one other observation: Shields fall apart as they get hit over and over again. There are a few ways to simulate this in game terms. One is to say that every hit on a roll of 20 that could be called a heavy blow (thus, light weapons like arrows, hand axes, daggers, etc. are not considered) will require the shield to make a saving throw of 2. This does not apply to magical shields. Another method is to assign a number of points to the shield. When those points are used up, so is the shield. An average shield would have between 21 and 60 points.

Every blow does not hit the shield, naturally. This is simulated as follows: Say that a 16 is needed to hit a character when a mace is employed vs. chain and shield. (The shield will be worth two armor classes, not just one.) If a 14 or 15 is rolled, then the shield absorbs the blow. Now roll for the damage done to the shield by the mace: Say a 5 comes up, so that the shield is now -5 from its point total.

A magical shield would have the same base point total, 21 to 60, and an extra 20 points for each "plus" of the shield. Blows that hit the points bestowed by the magical plus of a shield do not harm it. For example: a shield x2 now would give +4 to armor class, +2 for magic and +2 (instead of +1) for the fact that a shield is used at all. Say a mace needs an 18 to hit chain and shield +2. If a 16 or 17 is rolled, the magic of the shield is what caught the blow. If a 14 or 15 is rolled, the actual metal of the shield catches the blow and will then be damaged. A 13 or less is either caught by the chain, or the blow is a total miss. This method is a bit cumbersome because the DM must keep track of shield values.

Damaged shields (if one employs the latter described method) could be fixed by an armorer. Magical shields would have to be fixed by an expert armorer. A magical shield that goes to zero points is wholly destroyed and cannot be used again. If a character decided to set his magical shield aside when it gets down to a few points, the shield could still lose its magic if not repaired within a reasonable time (say, one week per "plus" of the shield).

Weapon proficiency is the next topic brought up by the SCA demonstration. What weapon(s) do I know how to use? This is a common question from a player, and one that might easily apply to any non-player character you may design or who might be encountered at random.

Accompanying this article are two tables and one sub-table to determine which weapon(s) any character might know. It can be used to create first-level characters or pre-first-level ones (see *Leomund's Tiny Hut* in issue #51 of DRAGON™ magazine).

The chart does not take into account the particular weapon(s) which might be known to the instructor of the player character. But those proficiencies can be rolled for, just as for a player character, and if you (the DM) use any sort of training/teaching method for characters, then it is required that you know what weapon(s) the teacher can use. After all, how can a hero teach a veteran the use of a thrown hand axe if he cannot throw one himself? Let's apply the tables to determine the weapon skills of a Champion whom the party encounters in a small town.

The party contains a swordswoman who has gained enough experience to be trained to become a Heroine (4th level). She would like to learn the use of a new weapon, since she knows how to use four but is allowed to use five. We know she can use the long sword, the long bow, the mace, and the footman's flail.

We do not know what the Champion, her potential instructor, can use. We go to Table 1 to determine his weapon knowledge. We will roll once on Table 1 and then go to Table 2 for a single roll, to give him one fired or hurled weapon. Then it's back to Table 1 for four more rolls, to finish the list of the six weapons he knows. Optionally, you might want to go to Table 2 one additional time, giving the Champion one more missile weapon and one less roll on Table 1.

Example:

First roll, Table 1: Result is 77, which for a human fighter is a broad sword.

Second roll, Table 2: Result is 28, which for a human fighter is a long composite bow.

Third roll, Table 1: Result is 20, which for a human fighter is a dagger. A dagger could be a thrown weapon as well. If we give the Champion credit for hand-to-hand and throwing proficiency with the dagger, then we will charge him with two weapon proficiencies used, instead of just one, since throwing the dagger is entirely different from using the dagger in hand-to-hand combat.

Fourth roll, Table 1: Result is 87, which for a human fighter is a short sword. This is a valid result, even though the Champion is already proficient with the broad sword, because sword types are handled very differently from one another.

Fifth and last roll (we allowed him to use the dagger both ways), Table 1: Result is 00, which for a human fighter means an additional roll, this time on Sub-table Ia for pole arms: This roll's result is 55, which means the Champion can use a halberd effectively.

Thus, it is determined that the Champion can teach our swordswoman the use of the dagger (either hand-to-hand or thrown, but not both), the halberd, the broad sword or the composite long bow.

Another way of gaining weapon proficiency, aside from learning from an instructor, is to use a weapon unproficiently for an extended period of time. This trial-and-error method can never make one proficient with more weapons than he/she is entitled to. And a character must gain a high enough level to earn the right to use a new weapon before the

TABLE Ia: POLE ARMS

Weapon type:	Man-at-arms	Human fighter	Half-orc fighter	Elf, half-elf fighter	Dwarf fighter	Ranger	Paladin	Monk	Druid (optional)
Bardiche	01-02	01-05	01-04	01-03	01-02	01-03	01-03	01-03	—
Bec de Corbin	03-04	06-10	05-07	04-07	03	04-07	04-06	04-07	—
Bill guisarme	05-06	11-12	08-09	08	—	08-09	07-08	08-10	—
Fauchard	07-08	13-14	10-11	09	—	10-11	09-10	11-13	—
Fauchard fork	09-10	15-16	12-13	10-11	04-14	12-14	11-13	14-17	—
Fork	11-20	17-18	14-15	12	—	15-16	14-15	18-20	—
Glaive	21-35	19-20	16-17	13	—	17-18	16-17	21-29	01-20
Glaive guisarme	36-40	21	18	14	—	19	18	30-33	21-40
Halberd	41-60	22-48	19-50	15-26	15-30	20-28	19-32	24-40	41-50
Guisarme voulge	61-65	49-57	51-57	27-29	31-34	29-31	33-40	41-47	—
Lucern hammer	66-70	58-70	58-70	29-44	35-44	32-39	41-50	48-54	—
Partisan	71-74.	71-77	71-72	45-46	—	40-42	51	55-60	51-58
Pick, footman's	75-86	78-84	73-90	47-54	45-90	43-50	52-60	61-80	59-75
Pick, horseman's	87	85-97	91	55-90	91-00	51-80	61-90	81-84	—
Pike (awl)	88-97	98	92-96	—	—	81-90	91-93	85-96	—
Ranseur	98-99	99	97-99	91-94	—	91-95	94-95	97-99	76-00
Voulge	00	00	00	95-00	—	96-00	96-00	00	—

Note: This table does not take into account any type(s) of pole arms that might be commonly used in a particular locale.

TABLE 2: FIRED OR HURLED WEAPONS

Weapon type:	Human fighter or assassin	Half-orc fighter or assassin	Elf, half-elf fighter, assassin	Dwarf fighter or assassin	Gnome fighter or assassin	Halfling fighter or assassin	Rangers	Paladins	Clerics (all races)	Druids	MU's, illusionists (all races)	Human, half-orc thieves	Elf, half-elf thieves	Gnome, dwarf thieves	Halfling thieves	Monks	Men-at-arms
Long bow	01-20	01-10	01-50	—	—	—	01-30	01-20	—	—	—	—	—	—	—	—	01-07
Short bow	21-27	11-14	51[1]	01[1]	01-38	01-18	31-40	21-25	—	—	—	—	—	—	—	—	08-28
Long comp. bow	28-33	15-38	52-57	—	—	—	41-50	26-36	—	—	—	—	—	—	—	—	29-30
Short comp. bow	34-35	39-44	58[1]	2[1]	39[1]	19[1]	51-54	37-40	—	—	—	—	—	—	—	—	31-32
Light crossbow	36-42	45-48	59[1]	03-35	40-55	20[1]	55-60	41-55	—	—	—	—	—	—	—	01-13	33-50
Heavy crossbow	43-48	49-58	60[1]	36-52	—	—	61-65	56-68	—	—	—	—	—	—	—	14-20	51-58
Sling	49-50	59-60	61[1]	53[1]	56-62	21-70	66-70	69	—	01-30	—	01-35	01-20	01-30	01-70	—	59-60
Hand axe[3]	51-58	61-68	62[2]	54-68	63[2]	71-82	71-77	70	—	—	—	—	—	—	—	21-35	61-67
Club[3]	59	69-74	63[2]	69[2]	64-70	83[2]	78	71	01-35	31-38	—	36-50	21-30	31-50	71-80	36-80	68-72
Dagger[3]	60-75	75-77	64[2]	70[2]	71-73	84[2]	79-85	72-78	—	39-48	01-85[4]	51-83	31-70	51-90	81-85	41-60	73-75
Hammer[3] [5]	76-80	78-96	65[2]	71-90	74-77	85[2]	86	79-83	36-00	49-59	—	—	—	—	—	—	76-77
Spear[3] [5]	82-90	97	*66-98*	91-98	78-95	86-98	87-95	84-90	—	60-87	—	—	—	—	—	61-84	78-96
Dart	91	98	99[2]	99[2]	96-99	99[2]	96	91	—	88-00	86-00	84-00	71-00	91-00	86-00	—	—
Javelin	92-00	99-00	00[2]	00[2]	00[2]	00[2]	97-00	92-00	—	—	—	—	—	—	—	85-00	97-00

Notes:

[1] — This weapon type is very uncommon for the particular race. A different weapon may be chosen when this is the result of a roll, if the DM so desires.

[2] — This weapon type is uncommon for the race in question. Again, a different weapon may be chosen.

[3] —These must be able to be used as hand-held weapons before they can be thrown or hurled. Thus, anyone who is proficient in throwing one also automatically has proficiency with it as a hand-held weapon — and both uses count as two weapons when determining the number of weapons a character can use. Note that use of a hand-held dagger (for instance) does not also imply the ability to throw it.

[4] — One exception to the note above: Magic-users must be proficient in hand-held use of the dagger before they can also know how to throw it. Thus, only a 6th-level or higher M-U would know how to use the dagger both ways.

[5] — These weapons cannot be hurled or thrown by a character with strength of less than 9.

trial-and-error method will produce proficiency. If you have an opening for a new weapon, then you must use the unknown weapon through one entire level, until achieving promotion to a new level, to gain knowledge of it. The weapon must be used at every opportunity.

Let's say our swordswoman finds a magical flail for a footman. She wants a magic weapon and, prior to meeting the Champion, she has the capacity to learn one new weapon (at 3rd level she can use four weapons, plus one new weapon upon becoming 4th level). She elects to use the flail at every opportunity. If it is a +1 weapon, she is then -1 to hit with it, since her non-proficiency penalty is -2 (see Players Handbook, page 37). Yet she is using a magic weapon, so the damage is still +1 when it hits — and there are many monsters that can only be hit by magic weapons.

Some notes on the accompanying tables and how they were assembled:

Weapon usage is divided by race according to the Monster Manual, taking into consideration that certain races cannot use certain weapons because the weapon is too long or too heavy. The actual percentage distribution is entirely subjective and reflects my views of various races and classes.

On Table 1, there is a chance for an evil cleric to use a dagger, morning star, or trident because I allow these things in my campaign. In theory, a cleric of a particular religion might use any weapon if his deity allows it. I allow dwarven and halfling thieves the use of a hand axe, and I allow dwarven thieves to use hammers. Again, these strictures are part of my campaign and not part of the official rules. Also, I allow druids the use of some pole arms. I picture a druid with a scythe as being perfectly logical.

Table 2 is another subjective categorization, this time of the fired and thrown weapons. But those missile weapons attributed to a particular race in the Monster Manual are heavily weighted in that direction.

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Beefing up the cleric

by Lenard Lakofka

INTRODUCTION

All readers *should be a* ware *that Len Lakofka has been of considerable aid and assistance in formulating the whole of the AD&D™ game system. Obviously, Len's contributions did not end with the publication of the four volumes of the initial release. He writes this column. Len is instrumental in a revision of the FIEND FOLIO™ Tome currently under way at TSR. Last but by no means least, he freely contributes suggestions and material for work planned to augment the AD&D system.*

I am working on new *monsters, magic, classes, and information for* two *new volumes of the system — a supplement for players and DMs alike, and a second book of the Monster Manual — projected for release in three to four years. Much of the supplementary material has been or will be printed in various modules or in DRAGON™ Magazine. For instance, many new spells are included in the upcoming modules Lost Caverns of Tsojcanth and Temple of Elemental Evil. (Yes, fans, it is again being worked on!)*

When Len and I last spoke he brought up the paltry choice of spells for clerics, and I concurred that something needed to be done. Now go on and read what has been accomplished, for the spells are "official" and will appear in virtually the same form in a future volume of the AD&D series.

Gary Gygax

AUTHOR'S INTRODUCTION

Gary Gygax and I have discussed the cleric at some length, and we agreed that the spells for that class, especially at the fourth level, needed a little work and perhaps a few additions. Gary asked me to write a few spells that might be included in an edition of the AD&D Players Handbook. Following are six first-level spells, four second-level spells, four third-level spells and two fourth-level spells that I submitted to Mr. Gygax for review. *(Editor's note: Mr. Gygax made many minor additions and alterations to the spell descriptions — and deleted a couple of suggested spells — before declaring the group to be "official" rule additions. All of his changes are incorporated in the descriptions given below.)* Comments from readers would also be greatly appreciated.

New spells should be placed into the game with great care. Allow non-player characters to learn of them and then pass them on to player characters via that method. Some spells like *Ceremony, Endure Heat/Cold* (for appropriate regions of the "world"), *Holy Symbol,* and *Ordain* are, due to the way they are written, likely to be widely known and might have to be given to existing player-character clerics without too much non-player character interaction.

When a non-player cleric is encountered, determine if he/she knows any of the new spells given. For each spell level in question, beginning at first and going up as high as the NPC's experience level will permit, multiply the experience level of the non-player cleric by 7% to determine the chance that he/she knows (can pray for) one of the new prayers/spells. If the roll indicates knowledge, roll percentile dice again and consult the lists below to determine which particular spell/prayer is known.

If a second or subsequent roll on the list below yields a duplicate result, roll again until an "unknown" spell comes up. Repeat the initial "chance to know" roll until a negative result is obtained or until all available new spells of the given level are known.

NEW CLERIC SPELLS

Dice	First level spells
01-17	*Ceremony (Coming of Age)*
18-35	*Ceremony (Burial)*
36-50	*Ceremony (Marriage)*
51-54	*Combine*
55-65	*Endure Cold*
66-77	*Endure Heat*
78-90	*Magic Stone*
91-96	*Magical Vestment*
97-00	*Portent*

	Second level spells
01-28	*Ceremony (Dedication)*
29-45	*Ceremony (Investiture)*
46-75	*Ceremony (Consecrate Item)*
76-85	*Death Prayer*
86-90	*Detect Life*
91-97	*Holy Symbol*
98-00	*Messenger*

	Third level spells
01-20	*Ceremony (Ordain)*
21-40	*Ceremony (Special Vows)*
41-48	*Dust Devil*
49-60	*Enthrall*
61-90	*Remove Paralysis*
91-00	*Water Walking*

	Fourth level spells
01-44	*Ceremony (Consecrate Ground)*
45-72	*Meld Into Stone*
73-00	*Negative Plane Protection*

	Fifth level spells
	Ceremony (Anathematize)

SPELL DESCRIPTIONS

First Level

Ceremony (Conjuration/Summoning)
Level: *1*
Range: *Touch*
Duration: *Permanent*
Area of effect: *One creature, one item, or area (see below)*
Components: *V, S, M*
Casting time: *1 hour*
Saving throw: *None or Neg. (see below)*

Explanation/Description: *Ceremony* has a number of applications in the cleric's organization, depending on the level of the cleric. Each *Ceremony* is used as a particular blessing/curse of the organization. The spell is used to put the holy/unholy seal on the event and does not produce an aura of magic, though in some cases an aura of good or evil might be present. The types of *Ceremony* can vary from organization to organization, but usually encompass these:

1st-level cleric: *Coming of Age, Burial, Marriage*

3rd-level cleric: *Dedication, Investiture, Consecrate Item*

5th-level cleric: *Ordain, Special Vows*

7th-level cleric: *Consecrate Ground*

9th-level cleric: *Anathematize*

Each of these blessings *(Anathematize* is a curse) requires a cleric of the appropriate level or higher. Briefly, the *Ceremonies* listed do these things:

Coming of Age blesses a young man

(and in some cultures a young woman) at some point in time, often the age of 12. *Coming of Age* may or may not allow the person who has come of age any particular rights.

Burial in no way protects the corpse, but gives the blessing of the organization, and is said to have a 50% chance to invoke retribution of some type if the body's grave is dug up within one week of burial (i.e., an agent of the deity will come to protect the grave).

Marriage is certainly straightforward.

Dedication is necessary to perform specific acts, such as becoming a member of an organization.

Investiture is required for a pre-cleric to become 1st level.

Consecrate Item is required for every item placed on an altar and at other places in a religious edifice, as required by the particular organization. Holy symbols and vestments are handled separately *(q.v.),* but holy/unholy water/oil must be kept in consecrated containers.

Ordain is required for a 2nd-level cleric to become the priest of a small congregation or assume similar duties. Even high-level clerics must at some time be ordained before they have the right to gain followers and form a following or group. This is often a part of training to become 3rd level by a cleric of the appropriate belief.

Special Vows pertain to paladins, knighthood, and solemn oaths.

Consecrate Ground is required when any holy/unholy structure is built. A church, abbey, sanctuary, monastery, temple, etc., built on unconsecrated ground has a 1% chance per year (cumulative) to collapse! Once a structure is built, consecration cannot be an afterthought: Thus, a cleric of 7th level or higher must be sought when a clerical structure is to be built, or else! *Consecrate Ground* is also used in graveyards. The graveyard can then turn undead as if it were a 3rd-level cleric.

Anathematize is a strong form of excommunication in which the offender is literally branded on the cheek, forehead, arm, or hand with a symbol, sigil or sign that denotes an offense to his/her god. An *Atonement* spell can remove the onus, but the brand will only fade in intensity; it will never disappear. Exception: A cleric who sins in the sight of his organization due to adverse magic can fully atone and the anathema is fully removed.

Material components for *Ceremonies* are variable, and the costs of the organization also vary. Some common charges are as follows: *Coming of Age,* 5-15 sp; *Burial,* 5-50 gp; *Marriage,* 1-20 gp; *Dedication,* 0-10 sp; *Investiture,* 0-100 gp; *Consecrate Item,* usually free; *Ordain,* usually free but up to 200 gp; *Special Vows,* 0-100 gp; *Consecrate Ground,* usually 100-600 gp depending on the size of the site and the rank of the cleric doing the consecration. *Anathematize* does not cost any gold.

Combine (Alteration)
Level: *1*
Duration: *See below*
Range: *Touch*
Area of Effect: *Circle of clerics*
Components: *V, S*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: Via this spell five clerics of the same alignment can add their powers to perform a specific function. The cleric of highest level, or one selected by the group if all are of equal level, stands in the center of a circle formed by the other four who hold hands and kneel around him/her. This process takes one full round, and all five clerics must be chanting the words to the spell *Combine* at the same time. If one of them stops for any reason, the spell is wasted for all five of them.

The cleric in the center can then, on the round after the casting of the *Combine* spell, attempt to cast a spell or turn undead as if he/she were higher than actual level, for the determination of range, duration and area of effect as ap-

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plicable. The spell cast (or effect) will be at a combined level for the five clerics, up to 4 additional levels maximum, as explained below.

Only the cleric in the center need know and have prayed for the spell to be cast by the combination. Only informational, protection (including *Dispel Magic),* and curative spells can be combined in this way. The clerics may also *Create Food & Water* or *turn undead.* The four clerics comprising the circle are in a deep trance that to recover from will require one full round. During the trance, surprise is automatic and all "to hit" rolls are at +4 against the clerics in hand-to-hand combat. Naturally, they cannot use shields or dexterity bonuses in calculation of their armor classes. Thus, if the combination is physically attacked only the center cleric can muster any defense on the first round. If he selects an attack spell of any type, the cleric reverts to his/her original level at once and the combination is broken.

The combination can otherwise remain together for the casting of one spell or one attempt at turning undead. Then the spell breaks and the four clerics comprising the circle must recover for a full round before they can do anything else. If a cleric dies the combination is broken, but not if one is only hit for damage once the *Combine* spell has been cast and the combination is in effect.

The center cleric will be raised by 1 to 4 levels, depending on how many of the combined clerics are four or fewer levels below the level of the center cleric. Only those clerics within four levels of the highest-level cleric add to his or her level.

Examples: Five 1st-level clerics wish to *Combine* to turn some approaching ghouls. They take a round to *Combine,* and then for the purpose of turning undead they would be as a single 5th-level cleric. Note that they could not cast a second or third level spell in any case, since the center cleric is only 1st level and cannot know such a spell. If a 7th-level, a 5th-level, and three 2nd-level clerics *Combine,* the combination would be as a single 8th-level cleric. The 2nd-level clerics are five levels below the Lama (7th level) and thus cannot add to his or her effectiveness, but they can help form the circle.

Endure Cold/Endure Heat
(Alteration) Reversible
Level: *1*
Range: *Touch*
Area of Effect: *One creature*
Duration: *9 turns/level*
Components: *V, S*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: Casting this spell gives protection from normal extremes of cold or heat (depending on the version used). The recipient can stand unclothed in temperatures of as low as -20° F or as high as 120° F (depending on version used) with no harm or ill effect. Extremes beyond these limits will cause 1 point of exposure damage per hour for every degree below or above the given limits. The spell remains in effect for 9 turns (1½ hours) per level of the cleric or until the recipient is hit by any form of magical cold or heat including *Produce Fire.* This cancellation of the spell will occur regardless of whether *Endure Cold* or *Endure Heat* was cast. Further, the spell will be instantly cancelled if *Resist Fire* or *Resist Cold* is applied to the recipient. The spell is commonly found in the cold north or the tropical south, especially in and near desert areas. The spell requires no material component.

Magic Stone (Alteration)
Level: *1*
Range; *Touch*
Duration: *6 rounds +1 round/level or until impact*
Area of effect: *Line of sight up to 4 feet*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*

(Turn to page 73)

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Cleric

(Continued from page 7)

Explanation/Description: The cleric can pick up any small stone (up to about three real inches in diameter) and place a magic aura on it. The stone cannot already be magical; if it is, the cleric will instantly take 2-16 points of burn damage. The stone can be thrown up to a distance of 4", taking into account any obstructions. It will be -2 to hit at any range between 2" and 3" and -5 to hit at any range from 3" to 4". The cleric's physical strength and dexterity do not affect the "to hit" probability. Beyond 4" the stone will lose its dweomer and immediately fall to the ground. The stone will be as a +1 weapon for all "to hit" considerations (for instance, creatures hit only by magical weapons are vulnerable to it), though it will not add that +1 to the chance to hit. Only the cleric himself can throw the stone; if another character or creature touches it the magic is instantly lost.

The stone does 1-4 points of impact damage. If it does damage of only 1 or 2 points to a spell caster it might not break his or her concentration if he or she is in the middle of casting a spell. A single point of damage has a 30% chance to break concentration, and with 2 points of damage there is a 70% chance to break concentration. A greater amount of damage (3 or 4 points) will always break concentration. Those with a magic resistance may apply it at once, and if that roll is successful the stone does no damage and will not break concentration.

The following spells and devices make a character immune to the effect of this spell: *Shield, Protection From Normal Missiles, Protection From Magic, Minor Globe of Invulnerability, Globe of Invulnerability, a Brooch of Shielding* and a *Cube of Force* (the DM may include other spells or items).

The spell will enchant one stone per application; the stone can then be retained for as long as 6 rounds plus 1 round per level of the cleric. At the expiration of that time, the stone must be thrown or the magic is lost. When the stone is thrown, whether it hits or not, its magic is lost.

A cleric of at least 5th level can magick two stones with one spell. A cleric of at least 11th level can magick up to three stones at one time. However, regardless of how many stones a cleric might be carrying, due to application of multiple spells or because of being higher level, only one stone may be thrown by the cleric in one round and no other spell action will be allowed in that round. No stone can be thrown in the round when the stone(s) is made magical. *Note:* Some organizations may forbid *Magic Stones* as missile weapons for their clergy. Some druids, especially halfling (NPC) druids who might be encountered, may know the spell *Magic Stone.*

Magical Vestment
(Conjuration/Alteration)
Level: *1*
Range: *Touch*
Duration: *6 rounds/level*
Area of Effect: *Self*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: Via this spell the cleric can turn his vestments into magical armor equal to chain mail (AC 5). The vestment cannot be worn with any armor, *Bracers of Defense,* or any type of protection item or spell. Thus, if the cleric is under a *Bless* spell, wearing (not just possessing) a *Ring of Protection,* under a *Protection From Lycanthropes* scroll, etc., he or she cannot use a *Magical Vestment* spell: Nothing will happen when he or she casts it. However, if the vestment is worn alone, it will become +1 for all purposes for every four levels of the cleric up to a maximum of +4. All magic cast at the cleric will entitle the cleric to the appropriate saving throw of from +1 to +4.

This spell can only be cast in the cleric's own temple or in a temple, church, abbey, etc., including the cleric's private quarters, if he or she has a small, appropriately consecrated *(q.v.)* altar in that room. The cleric must be awake for the vestment to stay magical. If the cleric is then *Blessed* or *Cursed* or in any way puts on magical protection, the vestment will lose its dweomer at once. Those wearing a *Magical Vestment* are immune to *Magic Missile* and *Magic Stone* spells *(q.v.).* Once the cleric sets foot out of his or her temple, the vestment will lose its magical protection.

Note: When in a temple or church, it is uncommon for a cleric to be wearing armor or shield of any kind. Clerics do not perform services dressed in armor and shield.

Portent (Divination)
Level: *1*
Range: *Touch*
Duration: *See below*
Area of Effect: *Figure touched or self*
Components: *V, S, M*
Casting Time: *1 turn*
Saving Throw: *None*

Explanation/Description: Via this spell the cleric attempts to tell something of his or another's future "luck." This luck is translated into "to hit" probability or a specific saving throw that will occur at some time in the future. The DM will roll d20 and determine which "to hit" roll or saving throw will be the object of the *Portent* or simply take several in succession, up to a limit of 5, 7, 9, 11, or 13. The player or the DM must note all "to hit" and saving throws of the character until the *Portent* is complete. For example, if the DM rolls (or chooses) 11, then the 11th action (either a "to hit" roll or a saving throw) will be the object of the *Portent.* This count is suspended for any activity the figure might try to undertake to sidestep an ill *Portent;* i.e., only "to hit" rolls and saving throws made in actual life-and-death situations count in this tally.

The cleric will use some random-generation item as a material component such as dice, a spinning numbered wheel, sticks, cards, tea leaves, etc. He will try to "read" the significance of the material component's prediction.

To determine the kind of *Portent,* the DM rolls d6; an odd-numbered result indicates an ill *Portent* and an even-numbered roll indicates a favorable *Portent.* The character should be told whether the *Portent* will be good or bad, but not when it will occur or how effective it will be. If an ill *Portent* is called for, the opponent's armor class will improve by the amount of the *Portent,* from 3 to 2 for example. If a saving throw is called for on the action when an ill *Portent* takes effect, the spell recipient will subtract from the die roll. If the *Portent* is favorable (for the cleric or other beneficiary of the spell) the opponent will worsen his or her armor class, e.g. from 5 to 7. If a saving throw is required on a good *Portent,* the spell recipient will add to the saving throw die. An armor class adjustment to an opponent only applies for "to hit" determination for the recipient of the *Portent,* and not for any other members of the party.

The amount of the *Portent* will be rolled on d4, so that a bonus or penalty of 1-4 will be added to or subtracted from the *Portent* roll (for a saving throw) or the opponent's armor class (for a "to hit" roll). Remember that only the DM knows which roll is the *Portent* roll. These spells tend to make characters brave or cowardly, and are a genuine mixed blessing.

Second Level

Death Prayer (Invocation)
Level: *2*
Range: *Touch*
Duration: *Permanent*
Area of Effect: *One corpse*
Components: *V, S, M*
Casting Time: *1 turn*
Saving Throw: *Neg.*

Explanation/Description: By sprinkling holy water or unholy water (if the cleric is evil) over a corpse killed by an undead while chanting the spell, the cleric reduces the probability that the corpse will rise as an undead at some later time. Further, it protects the body from the spell *Animate Dead* that might be cast on the remains at some later time.

The corpse is allowed a saving throw based on its level in life, but not to be better than 12 on d20 in any case, even

with modifications due to spells or magic items. Corpses failing the appropriate saving throw rise as the appropriate undead in the normal manner. If the saving throw is made, the corpse crumbles into dust and be forever useless for any purpose. This applies to the victims of wights, wraiths, spectres and even vampires, in addition to ghouls, ghasts and other undead that "procreate" themselves.

While under the protection of the *Death Prayer,* the victim cannot be contacted via *Speak With Dead* unless the caster of that spell is of a higher level than the cleric who originally cast the *Death Prayer.* If *Speak With Dead* is successful, the protection is cancelled and cannot be replaced. While under this protection, the victim suffers a -25% penalty to the chance of success of a *Raise Dead* or *Resurrection* spell. *Dispel Magic* will not remove the protection, but *Wish* or *Limited Wish* will. The fact that the spell is, in fact, in place cannot be detected by anything less than *Limited Wish* or *Wish.*

Detect Life (Divination)
Level: *2*
Range: *10 feet/level*
Duration: *5 rounds*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: Via this spell the cleric can tell if a creature is dead or alive. Thus, it will reveal the subject of a *Feign Death* spell or someone in a coma or death-like trance or state of suspended animation. It will show that a figure engaged in astral travel is still alive. Life can be detected in both plants and animals via this method. However, the spell's range will be reduced if as little as a one-inch thickness of stone or wood comes between the cleric and the subject of investigation. In such cases, range is reduced to only 1 foot per level of the cleric for the first inch of thickness, plus each additional inch or part of an inch. (See example below.) A metal barrier of any type totally blocks the spell. Mental protections or magic items such as a *medallion versus ESP* will totally block the detection.

Example: A 5th-level cleric is 20 feet away from a two-inch-thick wooden door. He wants to know if there is life behind the door. His normal range would be 50 feet, but the door reduces the range to 32 feet: 20 feet to the door, two feet beyond it (using 1 foot per level for each of the two inches of thickness), and 10 more feet beyond that. A living figure must then be within 12 feet of the other side of the door and in a straight "line of sight" from the cleric. Thus, someone beside the door, and thus protected by the adjacent stone wall, would not be detected. The cleric must chant the spell aloud while holding his holy symbol in the exact direction of detection, and may not turn during the five-round duration to face in any other direction. Someone behind a door, for example, might hear the cleric speaking the spell aloud. If the cleric's concentration is broken due to taking damage or some other action, the spell immediately ends.

Holy Symbol (Conjuration/Summoning)
Level: *2*
Range: *Touch*
Duration: *Permanent*
Area of Effect: *Item touched*
Components: *V, S, M*
Casting Time: *1 turn*
Saving Throw: *None*

Explanation/Description: This spell blesses a new holy symbol to replace a cleric's or her lost or damaged symbol. The new symbol, which is the spell's material component (and, obviously, is not destroyed in the casting), must be crafted of appropriate material (depending upon the religion or deity in question) and must be of the proper shape and design; i.e., the cleric cannot just pick up any item and make it into a holy symbol. The cleric may possess two symbols at any one time.

The magic of this spell cannot be used

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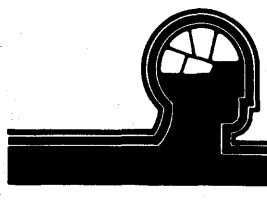

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to bless the symbol of any other deity, even another deity of the same pantheon. If the symbol is to be given to another cleric of the same religion and the exact same alignment, the beneficiary must be present at the time of the casting of the spell and must hold the symbol-to-be throughout the casting process. The holy symbol of a cleric will radiate a dim aura of good or evil, but it is not magic *per se.* Neutral clerics' holy symbols have no aura.

Messenger (Enchantment/Charm)
Level: *2*
Range: *2"/level*
Duration: *1 hour/level*
Area of Effect: *One creature*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *Neg.*

Explanation/Description: By casting this spell the cleric can call upon a single small creature of at least animal intelligence to act as his or her *Messenger.* Those animals that are "giant" versions of other animals, or those with a measurable intelligence (3 or above) are immune to the spell. The cleric, using some type of food desirable to the animal, will call it to come to him or her (assuming it is within the range limit). The animal is allowed a saving throw based on its hit dice; if it makes the saving throw it will not come and the spell is ruined. An animal that fails the saving throw will come to the cleric and will await his or her bidding.

The cleric can communicate with the animal to tell it where to go, but directions must be simple. He or she can attach some item or note to the animal, and it will move at its full movement rate to the place it has been told to go. It will wait at that location until the spell duration expires. The would-be receiver of a message from such a *Messenger* may or may not be looking for an animal or bird as a courier, and may ignore the carrier.

Once the spell duration runs out, the magic is broken and the animal or bird will go about its own business. The receiver of a message cannot communicate with the animal, except via *Speak With Animals* or another similar means.

Third Level

Dust Devil (Conjuration/Summoning)
Level: *3*
Range: *3"*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *V, S*
Casting Time: *3 rounds*
Saving Throw: *None*

Explanation/Description: Via this spell the cleric conjures up the weakest of air elementals. The summoned creature has only 2 HD, AC 4, move 18", no effective attack, and it can be hit by ordinary weapons. Magical weapons of any type cause it double damage. Creatures of the Elemental Plane of Air can dismiss the *Dust Devil* at will. The *Dust Devil* must remain within 3" of the cleric at all times.

When the spell is successfully cast, a small whirlwind is produced that has a 5-foot-diameter base, a 10-foot top diameter and stands 15 feet tall. Its winds move at about 30 miles per hour. It can hold a gaseous form or gaseous cloud at bay and can push one away, though it cannot dispel or damage the cloud, up to the 3" range limit. Its winds are sufficient to put out small campfires and torches, as well as exposed lanterns and small open flames of non-magical origin.

In areas of loose dust, sand or ash, the *dust devil* picks up and disperses these particles in a cloud 30 feet in diameter. Those looking into the cloud cannot see beyond. Those in the cloud are blinded until getting out of the whirling dust. This blindness will make them -3 to hit any target in hand-to-hand melee.

Spell casting is virtually impossible inside the whirlwind, whether some solid substance is caught up in the whirlwind or not. A spell caster in the whirlwind must make a saving throw vs. magic to cast any spell. If he or she makes the save, the intended spell may be cast, but reduced visibility might affect targeting if dust or sand or ash is present. If the spell caster fails the saving throw, the spell is ruined and lost from memory.

Creatures from other planes of existence are not affected by the *Dust Devil.* Those with magic resistance will cancel the spell and its manifestation upon the *Dust Devil's* contact with their bodies.

Enthrall (Enchantment/Charm)
Level: *3*
Range: *3"*
Duration: *Special*
Area of Effect: *90-foot radius of cleric*
Components: *V, S*
Casting Time: *Special*
Saving Throw: *Neg.*

Explanation/Description: A cleric using this spell can bind and enthrall an audience that can fully understand his or her language. Those of the cleric's race save at -4 against the power of the spell, those races that have bad relations with the cleric's race save at +2, and all other races do not adjust their saving throws. Enthrallment cannot occur to figures who are 4th level or higher, have more than 4 hit dice (as a monster) or who have a wisdom in excess of 15 (thus, almost all clerics/shamen are immune to another's *Enthrall* spell). The casting time and duration are variable: As long as the cleric can keep speaking. No effect can occur until the cleric has spoken without interruption for one full round.

Those who fail their saving throw vs. the spell will treat the cleric as if he or she has a charisma of 21 (just as a minor deity). They will stand and listen to the cleric's words, but they will not act on them as if a *Suggestion* spell were cast. When the cleric stops talking, the spell is broken and the audience's minds become their own again. Any form of attack on the cleric will instantly negate the spell, as will any attempt by the cleric to cast another spell at the same time.

Those who make their saving throw will view the cleric as having a charisma of 0 and will hoot and jeer, or they will pick up small objects and begin to cast them at the cleric, possibly breaking the spell (50% likelihood for either action to happen). Actions of either sort cause new saving throws for those who failed their first save. It is very unwise for **a** cleric to preach about an opposing religion or the aims of a different alignment than that of the audience, because that allows a new saving throw — at +5 — to each listener at once.

Remove Paralysis (Abjuration)
Level: *3*
Range: *1"/level*
Duration: *Permanent*
Area/Effect: *1-4 creatures in 2" × 2" area*
Components: *V, S*
Casting Time: *6 segments*
Saving Throw: *Neg.*

Explanation/Description: This spell lets clerics remove paralysis before the duration of the paralysis has expired and also cancels *Hold* spells *(Hold Person, Hold Animal, Hold Monster).* The *Remove Paralysis* spell is stronger than *Dispel Magic* for this effect. By pointing a finger, the cleric can unparalyze a victim or victims within the spell range, if no physical or magical barrier stands between caster and recipient(s). All victims must be within the square area of effect. Each victim gets a new saving throw vs. paralyzation based on the victim's level/hit dice. That saving throw is at +3 if one character or creature is affected, at +2 with two recipients, and at +1 with three or four recipients. If an intended recipient fails this saving throw, the duration of the paralysis doubles regardless of the cause of the malady. A subsequent *Remove Paralysis* cast upon such a creature causes 4-16 (4d4) points of damage whether the save is succeeds or not.

Note: It is very evil to throw continued *Remove Paralysis* spells on a held or paralyzed victim to cause pain and damage. It is not a chivalrous way to kill someone in any case. Paralysis caused by touch (as from a ghoul) cannot be removed by *Dispel Magic* in any case.

Water Walking (Alteration)
Level: *3*
Range: *Touch*
Duration: *1 turn/level*
Area of effect: *Creature touched*
Components: *V, S*
Casting Time: *6 segments*
Saving Throw: *None*

Explanation/Description: Via this spell, the cleric or a creature he or she touches, up to the size of a ogre, is empowered to walk on water as if he or she wore a *Ring of Water Walking.* The recipient of the spell may carry 500 pounds of material with him or her, over and above his or her naked weight. Weight in excess of 500 pounds will cause the spell to fail within 2-5 minutes. Thus, the person and that which he or she carries might be in the middle of a body of water when the spell fails. Weight in excess of 750 pounds cannot be carried at any time for even a moment.

Fourth Level

Meld Into Stone (Alteration)
Level: *4*
Range: *Touch*
Duration: *8 + d8 rounds*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *7 segments*
Saving Throw: *None*

Explanation/Description: By holding a sample of the like stone as a material component, a cleric can meld into stone within seven segments. He or she merely stands next to the stone (which must be large enough to accommodate his or her bulk in all three dimensions) and then blends into it. If the dimensions are not large enough to accommodate the entire body of the cleric and all of his or her non-living gear (not to exceed 100 pounds in weight aside from the cleric in any case), he or she will be instantly expelled from the stone.

The spell lasts for 8 + d8 rounds. During that time the cleric may step out from the stone the way he or she came into it. He or she may *not* exit from any other face of the stone; thus the spell is not similar to a *Passwall* or *Phase Door.*

If the duration runs out before the cleric voluntarily leaves the rock, he or she will be expelled and will absorb 8-32 (8d4) points of damage. In such a case, all carried items must save vs. petrification or be turned to stone. If the cleric steps out of the stone before the duration is expired, then items carried are not harmed in any way. Artifacts and relics not meld into stone in the first place but will stay behind.

While in the stone the cleric is aware of time (but never knows the exact spell duration, which the DM rolls for secretly), but the caster cannot see or hear though he or she can smell and taste. The following spells aimed at the rock holding the cleric will harm the cleric: A *Stone to Flesh* will expel the caster instantly, with the usual 8d4 damage, but items need not save. A *Dig* spell will do 8-64 (8d8) points of damage, and the cleric must save vs. death or die instantly. *Transmute Rock to Mud* kills the cleric instantly and permanently. *Stone Shape* will deal out 4d4 points of damage, but the cleric can stay in the rock without suffering further harm.

Negative Plane Protection
(Abjuration)
Level: *4*
Range: *Touch*
Duration: *1 turn/level*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*
Area of Effect: *One Prime Material creature*

Explanation/Description: By holding his or her holy symbol while casting this spell, the cleric protects himself or herself from Negative Plane undead. He or she partially opens a contact to the Positive Material Plane.

When the recipient of the spell is touched by a Negative Plane undead (shadow, wight, wraith, spectre or vampire), the positive energy will cancel the negative aura to some extent and may prevent the draining of a level from the cleric or the figure he or she protected by touch.

The spell recipient gets a saving throw vs. death; if the save is made, he or she takes normal physical damage from the undead's touch but does not lose one level of experience. (If the undead drains two levels per touch, one level is lost instead of two.) The spell is then cancelled so that the next touch, if there is one, will be without benefit of a saving throw. The undead creature will automatically take 2-12 (2d6) points of damage when touching a protected character who makes the saving throw.

If the saving throw is failed, the cleric or figure touched takes double physical damage plus loss of the level as well (a spectre or vampire would drain two levels as usual). Instead of absorbing points of damage, if the spell recipient's saving throw is failed the undead may add that amount (2d6) to its hit-point total, up to its normal maximum.

All such Positive/Negative Plane contact will cause a bright flash, and a thunder-like crack of sound will be heard. No damage is caused by the flash or sound. The protection will last for one turn per level of the cleric or until the cleric touches a Negative Plane undead.

The spell will cause the cleric to explode (instant and irrevocable death) if he or she dares to cast it while on the Negative Material Plane. The spell will not function at all on other planes of existence besides the Prime Material.

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Magic for merchants

by Lenard Lakofka

Many Dungeon Masters have numerous town/hamlet/city adventures as part of their regular campaigns. In these locales, adventurers can buy and sell items and find out information by visiting shops, inns, and taverns. On rare occasion, a shop might sell/buy a magic item to/from an adventurer.

It must be understood, that for all of the treasure in the average AD&D™ world, the average tradesman or merchant will rarely have an inventory valued at over 50 gp. Many an AD&D player feels that he can run to the local blacksmith and buy a horse using a 250 gp gem, or that he can go into a weapon shop and sell a +1 weapon for 2,000 gp. The blacksmith wouldn't know a 250 gp gem from one worth 10 gp, nor would he have the gold to give "in change" in any case. The shop owner probably has never seen 100 gp at one time, much less 2,000.

Only a few guildsmen and tradesmen are truly rich and have adequate coinage to deal in the real values of the magic items that might be found in the world. If they do have such wealth it will be hidden, protected or both. If their merchandise includes one or more magic items, these will not be left lying on the counter for everyone to see.

I have encountered numerous games where the party wanders into town, finds the "magic shop," and then, under cover of darkness, robs the place of its goodies. Alas, in most cases the DM makes the shopkeeper some poor zero-level figure who is helpless to protect his inventory from the haughty wizards and ferocious fighters who roam the streets of his little town. Any time a DM gives players something for nothing, he is depriving them and himself of a great deal of fun. Here, to solve this particular problem, are a few ways to make shopkeepers tougher.

Guild magic

Most professions found in the towns, cities, and other population centers of an AD&D world have organizations which teach, regulate and protect the organization's members. These organizations are usually called guilds. There are guilds for masons, carpenters, clothiers, weavers, and so forth. Not every town will have a guild for each possible profession, nor will some towns require that a person join any particular guild if he/she does not wish to. Thus, even though guilds are usually a strong force in society, some proprietors will be independent.

A profession is usually taught by means of the apprentice system. Sometimes an apprentice will learn everything from the single person he/she works for. Other times there will be a succession of teachers because the profession has various grades within it; for instance, someone training to be a mason might have different teachers for each step of the process, going through apprentice mason, mason, grand, mason, master mason, grand master mason, and so on.

Professions are often beset by outsiders who either want to learn the trade without contributing to the guild (in some set way), or others who try to take money from the guild and its members through unfair taxation, outright theft, and the like. Thus, many guilds will teach a proprietor some minor magics that range in power somewhere between cantrips *(see From the Sorceror's Scroll* by E. Gary Gygax in issues #59, #60, and #61 of DRAGON™ magazine) and second level magic-user spells — but only grand masters of a guild might be able to cast a spell equivalent to a second level magic-user spell.

In order to learn these minor magics, the learner must have a minimum intelligence of 9 (as for magic-users), though a minimum wisdom of 10 can be substituted for the weakest of these magics, the cantrips. Those spells equivalent to a first level or second level magic-user spell need intelligence as a basis for their casting; wisdom cannot be substituted.

The various types of minor guild magic can vary from profession to profession. Cantrips like *Stir, Mix, Clean, Wipe, Dry, Moisten,* and *Hold* are quite common and apply to many professions. These very minor magics have no attack potential; that is, they cannot cause damage directly. They can, occasionally, cause distraction or have defensive value. For all practical purposes, any cantrip could be used if a direct, useful purpose for it can be demonstrated within the guild/profession. For example, *Hold* can be used by a carpenter to keep a nail in place prior to striking it with a hammer. The duration of the *Hold* would be only 1 segment, just long enough for the carpenter to take the swing with the hammer. However, the carpenter could use one *Hold* cantrip over and over again, for perhaps up to an hour, while he pounded home nails one after the other. If he stops nailing or uses some other cantrip, then the *Hold* cantrip is cancelled.

The average merchant or tradesman is 33% likely to know one useful cantrip. The other two-thirds will not have any knowledge of even the most simple magic. If the merchant or tradesman knows at least one cantrip, there is a 50% chance that the figure will have knowledge of more than the one incantation.

For each magic-using tradesman or merchant, roll on the following table.

A number or range of numbers in parentheses after a listing indicates the number of cantrips usable by a figure in a single day. A number in brackets represents the figure's daily capacity to use Mysteries (explained hereafter). A number set in *italic* type inside parentheses represents the number of first level magic-user spells the figure can use, and a number in italic type inside brackets indicates the ability to use a second level magic-user spell once per day.

Spells known and usable

01-50	No other cantrip known. (1)
51-65	1 other cantrip known. (1)
66-70	2 other cantrips known. (1)
71-74	3 other cantrips known. (2)
75-76	4 other cantrips known. (2)
77	5 other cantrips known. (3)
78-80	2-5 (d4+1) other cantrips. (1-2)
81-81	2-7 (d6+1) other cantrips. (1-3)
83	3-8 (d6+2) other cantrips. (1-4)
84-85	2-5 other cantrips, 1 Mystery. (1-4) [1]
86	3-8 other cantrips, 1 Mystery. (1-6) [1]
87-89	3-8 other cantrips, 2 Mysteries. (1-6) [1]
90-91	3-8 other cantrips, 3 Mysteries. (1-6) [1]
92	3-8 other cantrips, 1-4 Mysteries. (1-6) [1-2]
93-95	3-8 other cantrips, 2-5 Mysteries. (1-6) [1-3]

96-97 3-8 other cantrips, 2-5 Mysteries, 1 first level magic-user spell. (1-6) [1-3] *(1)*

98 3-8 other cantrips, 2-5 Mysteries, 2 first level magic-user spells. (1-6) [1-3] *(1)*

99 3-8 other cantrips, 2-5 Mysteries, 1-4 first level magic-user spells. (1-6) [1-3] *(2)*

00 3-8 other cantrips, 2-5 Mysteries, 1-4 first level magic-user spells, 1 second level magic-user spell. (1-6) [1-3] *(2) [1]*

Cantrips and Mysteries, as well as magic-user spells, are read from books. The "chance to know each listed spell" as per Intelligence Table II in the Players Handbook must be rolled for cantrips and mysteries as well as regular spells, with wisdom substituted for intelligence in the case of a figure with low intelligence who still might be able to cast the minor magics (cantrips and mysteries). Cantrips take 15 minutes each to read, as do mysteries. Rest prior to reading must be a full 4 hours.

Mysteries: more minor magics

Mysteries are very minor forms of magic used to protect a professional from attacks and to protect his shop and goods from theft and other forces. The common mysteries are these:

1 Alarm	7 Hound
2 Appreciate	8 Lapse
3 Bell	9 Lock
4 Drowsiness	10 Pacify
5 Glue	11 Panic
6 Grab	12 Spin

1. Alarm: This magic will allow the shopkeeper's voice to become four times louder than normal for one round, so that he/she can call for help. The volume of the voice will not directly affect the offending person, but might cause him or her to run off.

2. Appreciate: This is used on a person to get him or her to see more quality in an item. It can cause the victim to pay up to 20% more than he or she would have paid for an item, because now he or she is convinced of its higher value. The victim is allowed a saving throw if the item is valued at under 10 gp; a save at +2 if the value is 10-99 gp; a save at +5 for items valued at 100-199 gp, and a save at +8 if the value is 200 gp or more. *Appreciate* cannot convince someone an item is magical in any case. If the victim makes the saving throw, he or she will not buy the item unless the price drops by at least 40%.

3. Bell: This uses an actual bell as a material component. The dwoemer is cast on the bell after it is placed near a door or some item that the shopkeeper wishes to guard. The duration of the bell is 8 hours or until the *bell* has sounded. Any living thing coming within 3 feet of the *bell* will cause it to ring once.

4. Drowsiness: This can be applied to any person or group of persons who add up to no more than 4th level or 4 hit dice. Men-at-arms, 0-level figures, and monsters of less than 1 hit die equal one level each for this calculation. The victim(s) must be inside a 20-foot-square area no more than 40 feet away from the merchant. There is no saving throw. The victim(s) will feel drowsy for 1 round, and during that time is -2 to hit and -2 on initiative rolls. The victim(s) will not feel obliged to move unless a direct danger to it/them exists. The magic affects all creatures that are vulnerable to a *Charm Person* spell.

5. Glue: This magic is applied to an item and another surface of less than one square foot each (the binding surfaces, that is). The two surfaces will stay bound together for 5-20 rounds. Since the surfaces must be touched to each other within a l-segment span, the spell can almost never be applied to another living being but is usually used to make an item in the shop pilfer-proof for a few minutes.

6. Grab: This can be applied to any single immobile object that weighs 10 pounds or less and is not already being held by a living creature. If the shopkeeper casts Grab on an item (range 30 feet, duration 1 turn), the magic will hold it fast in place. A character or creature with strength of 18(01) or greater can break the *Grab,* at a percentage chance equal to its exceptional strength number.

7. Hound: This is cast on any living creature of animal intelligence that can be trained to be alert, such as a bird or a cat. When the dwoemer is cast on the animal (who is allowed a saving throw of 9), the animal will bark like a large dog instead of its normal sound for a period of one minute. The duration of the magic is 6 hours or until the animal "barks." If the animal makes its saving throw then it cannot bark; alas, the shopkeeper cannot know for sure if the spell has taken effect or not.

8. Lapse: This is applied to one figure at a time. If the intended victim fails a normal saving throw, he or she is effectively paralyzed for 3-12 segments— but if and only if no attack from the caster of the magic is forthcoming. If the caster moves to physically harm the paralyzed figure, the spell breaks instantly. Someone else could attack, of course, but if the paralyzed figure can see the attack coming, he or she is allowed a second saving throw instantly. Another saving throw is allowed after any successful attack on the victim, to see if the blow "breaks" the paralysis before the *Lapse* duration expires. Such a paralyzed figure has some small amount of mobility left, so he or she cannot necessarily be killed outright.

9. Lock: The material component for this magic is a key that exactly fits the

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lock in question. A skeleton key will not do, but an exact duplicate of an original key would suffice. The shop owner holds the key and makes a locking or unlocking motion to open or close the lock in question. Range of the magic is up to 40 feet. The magic can be used to lock and unlock (or vice versa) the same lock with one application, if the two actions are done within 10 minutes of each other and the key never leaves the caster's hand during that time.

10. Pacify: This is applied to a single person who is badly disposed toward the shopkeeper (but open melee cannot have occurred). The Pacify magic will change the person's frame of mind for 2-5 rounds. Targets of under 4th level obtain no saving throw; those of 4th level and above obtain the standard saving throw. Range is 20 feet. Pacify is usually used to prevent melee and as a way to ease a person out of the shop before the magic wears off. This spell is not a charm, and thus the shopkeeper cannot obtain services, information or goods from the person.

11. Panic: This can be applied to one figure by touch. He or she (again, only "persons" can be so attacked) is allowed a normal saving throw. If it fails, the person will run away for 5-20 segments, but will not drop anything held in any case. The victim can defend himself or herself if chased or attacked. The victim is only afraid of the shopkeeper.

12. Spin: This is used on a single person at a maximum range of 20 feet. If the intended victim fails a saving throw, he or she will spin around for the next 2-8 segments. He or she cannot attack, but can defend (at -2) while pirouetting.

All mysteries take 1 segment to cast. They begin at the start of a melee segment and end at the end of the segment. If the DM considers all blows with weapons to land in the middle of a segment, it will be simple to determine if the attempted casting of a mystery is ruined by a blow or by the touching of the spell-casting shopkeeper.

Guild languages

The guilds and trades that use cantrips, mysteries and actual magics have developed their own languages and symbols for the text of these spells. Thus, if a magic-user found a book of merchant cantrips and mysteries, the magic-user could not use them without casting *Comprehend Languages* first. Once the language of a certain magical text is understood, *Comprehend Languages* would not be needed again to decipher that particular spell, cantrip, or mystery any time it is written by someone in that particular profession. For instance, if a magic-user found the *Glue* mystery in the book of a carpenter and learned and used it (he must still roll the % chance to know), he would not auto-

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matically be able to use it if he found it in the book of a goldsmith, since the languages used to write the two versions of the magic would be different. *Read Magic* will not break the language barrier of a cantrip or a mystery.

If a master guild member knows a first level or second level magic-user spell, it will be written in the language of the guild and is likewise unavailable to any full-fledged magic-user who might find the merchant's book.

Guild masters' spells

The spells known by master guild members are usually defensive or informational. The following spells are the ones most often known by guild masters:

First level M-U spells

01-12 *Unseen Servant*
13-20 *Comprehend Languages*
21-27 *Hold Portal*
28-34 *Mending*
35-42 *Tenser's Floating Disc*
43-50 *Ventriloquism*
51-54 *Write*
55-57 *Affect Normal Fires*
58 *Burning Hands*
59 *Charm Person*
60 *Detect Magic*
61-67 *Enlarge*
68-74 *Reduce*
75 *Erase*
76-79 *Feather Fall*
80-82 *Friends*
83 *Jump*
84-86 *Light*
87-88 *Darkness*
89 *Magic Missile*
90 *Nystul's Magic Aura*
91-92 *Protection from Evil*
93-94 *Push*
95-99 *Shield*
00 *Sleep*

Second level M-U spells

01-16 *Audible Glamer*
17-18 *Detect Evil*
19 *Detect invisibility*
20-28 *ESP*
29 *Fools Gold*
30-39 *Forget*
40 *Invisibility*
41-43 *Knock*
44-50 *Leomund's Trap*
51 *Levitate*
52-54 *Locate Object*
55-60 *Magic Mouth*
61-67 *Mirror Image*
68 *Pyrotechnics*
69 *Ray of Enfeeblement*
70 *Rope Trick*
71-80 *Scare*
81-88 *Strength*
89 *Web*
90-00 *Wizard Lock*

Merchant characteristics

The average merchant will have 1-6 hit points and will fight as a zero-hit-die figure. A merchant who can cast simple cantrip magic, regardless of spell capacity, still has 1-6 hit points and still fights as a 0-hit-die figure, but obtains the saving throw (vs. magic only) of a first level magic-user. A merchant or tradesman who can cast a mystery obtains the saving throw of a first level magic-user against all attack forms except breath weapon, A merchant who can cast a first level magic-user spell still has 1-6 hit points and attacks as a 0-hit-die figure but has the full saving throw capability of a first level magic-user. A merchant who can cast two first level magic-user spells will have 2-7 hit points. A merchant who can cast a second-level magic user spell will have 3-8 hit points.

Some merchants and tradesmen are ex-adventure-class figures who have decided to settle down and give up adventuring. Such ex-adventurer-class figures (or men/women-at-arms) retain their previous abilities and may add, if they are guild or trade members, some minor magics if they possess the required intelligence (or wisdom). However, learning minor guild magic once a person has been an adventure-class figure is much less likely, so only 15% of such figures will know any minor magic, as opposed to the 33% figure for merchants who never were adventurers.

Merchants and tradesmen may teach the cantrip they know to their spouses and children if they work in the shop (on

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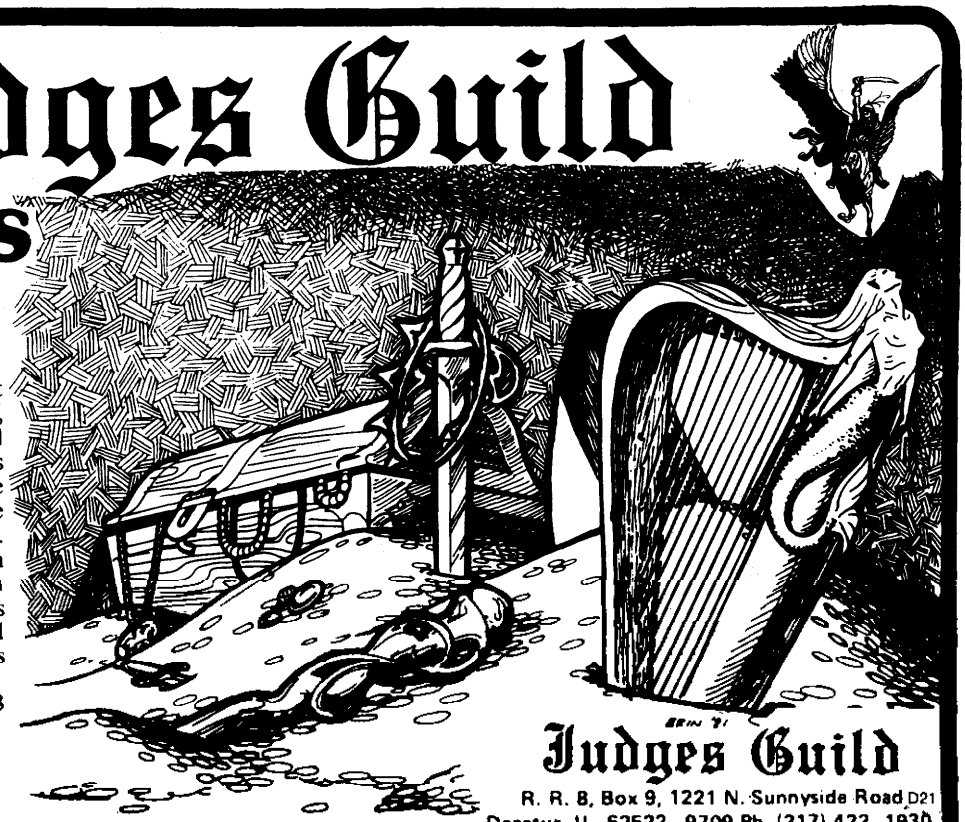
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the job) with the guild member. They may teach cantrips only, however, and not mysteries or magic-user spells — unless the spouse or child enters the guild or trade in the usual manner.

Foiling theft

Merchants and tradesmen who cannot cast cantrips, mysteries or low-level magic-user spells and who are not retired adventurers can still protect their goods from theft. The easiest solution is a series of well-placed locks. Larger centers of population might have complex locks that reduce a thief's chance to pick them by some set amount, perhaps down to as low as one-half of the original chance for success. Complex locks should sell for about 1 electrum piece per percent of this reduction (with a reduction of 50% being maximum, as described above).

Example: A thief has a 35% chance to pick a lock. If a shopkeeper spends an extra 10 gp on a complex lock, the thief's chance is reduced by a 20% proportion, to (35% — (.2x.35), or 28%. If the thief's chance were 80%, the same amount of reduction would take the chance down to 80% — (.2x.80), or 64%. A run-of-the-mill padlock would cost anywhere from 1-100 silver pieces. Standard door locks sell from 3-300 silver pieces. Locks for strong doors, the type found in dungeons, on temple doors, in jails, and so forth likely cost from 1-20 gp.

For added protection, the merchant can also hire a thief or assassin to place a trap. The cost to place the trap will be about equal in gold pieces to the number representing the percent chance the thief or assassin has to set the trap successfully. That chance should be the same as the chance to remove a trap.

Failure to set a trap successfully means the thief or assassin will take full damage from the trap. Thus, very few thieves or assassins will set traps that might cause injury. This is especially true of traps containing poison needles. A poison-needle trap with lethal poison in it will cost at least double the usual price. Some thieves and assassins will refuse to set such a trap.

Traps able to be set by thieves involve simple mechanics and not collapsing floors or ceilings, two-ton blocks, or the like. Most thieves will set traps that sound an alarm (like ringing a bell or gong), cause something to fall (like a bucket, can, or pail), or cause minor damage (the classic form is a crossbow trap, though some spring-loaded traps can also be set effectively to throw darts). Poisons and liquids to coat daggers, darts and bolts are quite expensive. Such liquids will dry out and/or become impotent with time; usually the more potent the liquid is, the faster it will dry out or lose potency.

The merchant can also hire a magic-user, cleric, or druid to set a magical trap via a spell. The most common of these are *Magic Mouth, Snare,* and a *Glyph of Warding.* Some magical traps can be reset each night so that the merchant can set the trap up and then go to bed. This is surely true of the *Magic Mouth,* which could be placed on an object that is covered during the day or not even brought out during the day, and then exposed at night for the would-be thief to trip.

Your DM may rule that a *Glyph of Warding* cannot be placed on a carpet. If this is allowed, however, this provides a great defense: Just roll the rug up in the morning and put it away until the next night. Naturally, there are more potent magics like Symbols and *Explosive Runes* that might also be available, for a much stiffer price. Any magical protection for a merchant's shop will cost quite a few gold pieces.

The merchant can employ one or more guards for his goods at night or even during the day. That is what town guards are for, by the way. The guard a merchant employs can be an adventuring-class character even if the employer is zero level himself. After all, money is the key factor here, not level.

The merchant can buy a dog or other animal (monster?) to guard his property. A guard dog can stop many a robbery before it starts. If the merchant has a golem, basilisk or cockatrice, however, so much the better!

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Make charisma count for more

by Lenard Lakofka

"I look good, but what good does that do me?"

"I have a lot of persuasiveness; so what?"

"I can have five henchmen; that's nice, but what does it matter?"

Statements like these are often made by players concerning charisma, the one basic ability in the AD&D™ system that is difficult to incorporate into a game situation. It is very common for a player, as he or she "molds" a new character, to put the character's lowest score into charisma unless he or she wants to play a paladin, ranger, or druid, for which a respectable charisma score is required. Why is this often the case?

Charisma will determine "loyalty base" and "number of henchmen" plus "reaction adjustment." I find that very few players and DMs actually use any of those traits as they apply to charisma. To have retainers run off at the drop of a hat, regardless of how they have been treated (just because there has been a bad die roll), is very unfair to the player(s). Thus, "loyalty base" might only be important if armies of characters are involved, or if the party (player) is in charge of a small fighting unit of some type. Loyalty base can be useful if a character is the commander of a score of men-at-arms, for example.

But in most normal dungeon or wilderness adventures, loyalty base is of almost no value whatsoever. Why? Because what hapless, low-level (0, 1st, or 2nd) character in his right mind would travel into danger with characters of fourth level and higher? Even though the leaders of the expedition might return to regale others with their tales, the lowly henchman would have a much poorer chance of survival even in a powerful party. As far as wilderness activity goes, taking a caravan across the desert is not often too exciting, and player characters will seldom if ever be roped into doing such a task. No matter what the adventuring environment. the poor low-level torch bearers, linkboys, men-at-arms, etc., will be blown away in virtually every melee that constitutes a serious threat for the player characters. To say that the party can obtain an endless supply of such low-level types for each new adventure is absurd. For these reasons, loyalty base does not offer a meaningful way to interpret characters' charisma in game terms.

"Number of henchmen" is also a rather unimportant designation. As pointed out above, unless the henchmen are close in level to the owning player character(s), they will be in immediate jeopardy in any situation designed to be a serious threat for those of higher level (the player characters). When they do employ henchmen, many player characters subvert the intent of the rules by using the poor henchmen as "cannon fodder" or as "armor" to protect their own precious hides when danger does threaten. And henchmen can be a headache to keep track of as the adventure moves along; trying to record and control the movement of 20, 30, or more party members through a dungeon is a thankless task for the DM.

I find "reaction adjustment" a factor seldom used with respect to charisma, and just as well. Negotiation with a "monster" should take whatever natural course the events dictate, and should not be subject to various die rolls to see how the NPC reacts to the player character. That's what the DM is there for, in part. He or she plays all the "monsters," and thus it is his or her natural reaction to a character's offer, predicated on the NPC's basic personality and alignment, that should influence how a negotiation goes.

In my years of playing, I have never used reaction adjustment or number of henchmen based on charisma. I use loyalty base only when men-at-arms or military operations are in progress in which a player character or two are part of the command structure of a military unit. What is charisma good for, then?

Physical aspects of charisma

Charisma is made up of three complicated, somewhat interrelated factors: physical attractiveness, vocal quality, and persuasiveness.

Physical attractiveness is more than a pretty or handsome face. That certainly is a major portion of it; however, physique and carriage also have a part. A person can have an attractive physique, but with poor posture or poor "moves" that negate some of that potential advantage. On the other hand, a person who moves well and carries himself or herself well can thereby compensate for the lack of a good figure or a well proportioned physique.

A character's vocal quality can affect how another person reacts to an offer made by that character. It is often the case that baritone and bass-voiced men can be more easily listened to than those whose voices are more high-pitched, squeaky, or generally cacophonous. A voice's "delivery" is often a function of training and intelligence, so that a lisp or mincing mannerism can be counteracted or other vocal imperfections compensated for. Naturally, a more resonant voice can be equally more appealing in women.

Persuasiveness is tied very closely to intelligence and/or wisdom. If a person looks good, moves well, and has a good voice, this can still all be for naught if what he or she says is stupid or foolish. One might look good, sound good, and still be charismatic while being basically an idiot or a fool. (We all know at least one person like this!)

For these reasons, I suggest that the physical qualities of charisma described above (face, physique, and voice) be generated individually. The non-physical aspect of charisma, reflected in persuasiveness (often known as magnetism), should also be generated separately for each character. This is the number considered (as for "regular" charisma) when a high score in the ability is needed to become a member of a certain class. This non-physical aspect of charisma can be justifiably used to directly affect some saving throws, and in conjunction with psionics. Those effects will be discussed later in this article. For now, here are charts to illustrate what a charisma score would mean in terms of the physical characteristics of a player or non-player character:

1. Facial appearance and attractiveness (roll 3d6):

3 = grotesque, scarred, unbalanced, large birthmarks, growths on face

4 = ugly, warts, moles, small scars, skin discoloration, small birthmarks

5 = awful, blemishes on face, poor shape of one or more features
6 = unappealing, poor blend of features, one feature especially unattractive
7 = mediocre, some facial characteristic too big or small
8-12 = plain, average, some single feature might be above average
13 = pretty or masculine, one strong feature is likely or a good overall blend
14 = good-looking, good skin quality, good blend of features
15 = attractive, very masculine or feminine, strong single feature
16 = beautiful, handsome, multiple strong features
17 = gorgeous, hallmark, fantastic appearance
18 = Adonis or Aphrodite would be envious

2. Body proportion and shape: Add strength and constitution and divide total by two, rounding up.

3. Vocal quality (roll 3d6):
3 = raspy, squeaky, unintelligible, flat, cacophonous
4 = difficult to understand, horrible sounding
5 = unpleasant, can be misunderstood, unclear, some poor quality or qualities
6 = unharmonious, irritating (required minimum for magic-users, but should be better)
7 = droning, unmelodious (minimum for cleric or druid, but should be better)
8 = uninspiring, insipid
9-12 = average quality (usual for illusionists, or above)
13 = attention-getting, pleasant
14 = harmonic (desirable for anyone who sings semi-professionally)
15 = dominant, persuasive (most actors will score here or above)
16 = vibrant (virtually a requirement for a bard)
17 = melodic
18 = bardic

High intelligence and/or wisdom can improve vocal quality (considered to be done either through formal training or a character's self-taught way of compensating for a speech deficiency). For every point of intelligence and/or wisdom above 14, add that number of points directly to the vocal quality score, up to the maximum of 18.

Charisma and saving throws

Wisdom does not have to be the only protection for a character against magical attacks involving the mind. I suggest that saving throws against such attacks be divided between wisdom and charisma to give charisma a more important role in each character's life:

Attack form	Wisdom will affect	Charisma will affect
beguiling	no	yes
charming	no	yes
fear	no	yes
hypnosis	yes	no
illusion	yes	no
magic jarring	(whichever is higher)	
mass charming	no	yes
phantasmal forces	yes	no
possession	(whichever is higher)	
rulership	no	yes
suggestion	no	yes
telepathic attack	yes	

Use the "magical attack adjustment" on Wisdom Table I in the Players Handbook for charisma and wisdom scores below 8 and above 14. The rule of thumb for assigning the "yes" and "no" values above is that if a figure can be persuasive or self-assured in some way through the possession and use of charisma, he or she will better be able to withstand certain attack forms.

Charisma and psionics

In this system, charisma has a greater effect on whether or not a character can be psionic and, if so, how strong the psionic ability is. However, the specifics are altered as follows:

The chance for an eligible character to possess psionic ability is 1/2% for each point of intelligence and wisdom over 14, plus 1% for each point of charisma over 12.

Thus, a character with intelligence, wisdom and charisma of 18 would have a 2% + 2% + 6% = 10% chance to be psionic. This is the same chance such a character would have using the calculation in the Players Handbook (1% base + 5% + 3% + 1% = 10%); obviously, however, characters with lower ability scores would not have the same chance to be psionic with either method.

The calculation described will make more characters eligible to have psionic ability — and charisma, a little-used characteristic (in comparison with the other five), becomes far more important.

Psionic attack strength and defense strength (equal numbers whose sum is a character's Psionic Ability) are calculated as follows:

For each point of intelligence above 12, roll one 12-sided die. For each point of wisdom above 12, roll one 10-sided die. And for each point of charisma above 12, roll one 8-sided die.

Thus, for a character with intelligence, wisdom and charisma of 18 the maximum score would be 180 [(6x12) + (6x10) + (6x8)], allowing for a maximum Psionic Ability of 360 (the official method tops out at 344). The average roll for this figure would be 99, or 198 points of Psionic Ability. (The official method would yield an average of 122.5, or 245 points of Psionic Ability.)

Although more characters qualify for the possibility of having psionic ability in this system, and the best of them can reach greater heights, the average psionic character will be relatively less powerful than under the rules in the Players Handbook.

Psionic combat is not possible for figures whose Psionic Ability is 40 or less, nor can they use any major discipline (science). A psionic cannot attack a nonpsionic via *Psionic Blast* unless attack strength is 100 or more (i.e., Psionic Ability must be 200 or greater).

Instead of generating these results solely with dice rolls (as in the Players Handbook), the number of disciplines and the number of attack and defense modes are tied to a character's Psionic Ability (see accompanying chart), with a die roll then used to pick one number of a narrower range of possibilities.

Psionic Ability	Attack modes	Def. modes	Minor disc.	Major disc.
2—40	0	0	1	0
41—60	1	1	1—2	0
61—80	1—2	1—2	1—3	0
81—100	1—3	1—3	1—4	1[1]
101—120	1—4	1—4	1—4	1[2]
121—140	1—4	1—4	1—4	1[3]
141—160	1—5	1—5	1—5	1
161—180	2—5	2—5	2—5	1
181—200	2—5	2—5	2—5	1[4]
201—220	2—5	2—5	3—6	1[5]
221—240	2—5	3—5	3—6	2
241+	3—5	all	3—6	2

Notes:
[1] — only if 4 is rolled for minor disciplines
[2] — only if 3 or 4 is rolled for minor disciplines
[3] — only if 2, 3, or 4 is rolled for minor disciplines
[4] — 50% chance for 2
[5] — 75% chance for 2

If a person looks good, moves well, and has a good voice, this can still all be for naught if what he or she says is stupid or foolish. One might look good, sound good, and still be charismatic while being basically an idiot or a fool. (We all know at least one person like this!)

A character does not have to face the danger of attack by psionic creatures if his or her Psionic Ability score is very low (below 40). However, weak psionics will have one discipline only. Re-roll for a new discipline if the character does not have enough power to make use of the one generated. For instance, a character with a Psionic Ability score of less than 10 would never be able to use the discipline of *Clairaudience.* (The chart at the end of this article offers a way to determine which discipline(s) a character has, based on his or her ability scores instead of a totally random selection.)

It is important to remember that the Strength Point Cost of using a discipline is equal to double the number given in points of Psionic Ability, "the equivalent of 1 point each of attack and defense points," as the Players Handbook says. For example, a character has an original Psionic Ability of 55 attack and 55 defense points for a total of 110. He uses 40 attack points and 24 defense points in combat, so that he now has an effective Psionic Ability of (110—64) = 46. If he then uses a discipline that costs 2 Strength Points per round, it will consume 4 Psionic Ability points per round during its use. Let's say the character uses the discipline for 9 rounds, spending (4x9) = 36 Psionic Ability points. He had a current total of (55—40) = 15 attack points and (55—24) = 31 defense points remaining in his 46-point Psionic Ability total. Thus, he will use up all 15 attack points as well as 21 defense points, to be left with 10 defense points. Since his actual (at full potential) Psionic Ability is 110, he can be attacked by a psionic in this condition, but he cannot counterattack since he has no attack strength left.

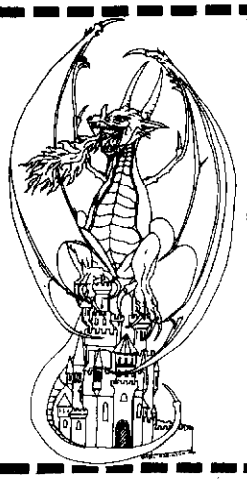
Determining psionic disciplines

The following chart is used to assign psionic disciplines to characters. The chance of having a certain discipline will vary depending on the character's scores in the three abilities which apply.

Use the "Int" column for a character whose only score over 16 is intelligence, the "Wis" column for characters with wisdom (and wisdom only) of more than 16, and the "Cha" column if the character's charisma is the only score higher than 16. If wisdom and charisma are both higher than 16, use the "Wis" chart. If intelligence and one other ability are higher than 16, use the "Int" column. The "None" column is for characters with none of the three ability scores above 16, and "All" is for those with intelligence, wisdom, and charisma all higher than 16.

MINOR DISCIPLINE	INT	WIS	CHA	NONE	ALL
Animal Telepathy	01—02	01—03	01—04	01	01—03
Body Equilibrium	03—07	04—05	05	02—03	04—05
Body Weaponry	08—11	06	06—07	04—08	06—07
Cell Adjustment	12—13	07—14	08—10	09—12	08—10
Clairaudience	14—17	15	11	13—14	11-14
Clairvoyance	18—20	16	12	15—16	15—17
Detection of Good or Evil	21—22	17—22	13—19	17—18	18—20
Detection of Magic	23—30	23—24	20	19	21—22
Domination	31	25—29	21—30	20—22	23—25
Empathy	32—33	30—32	31—34	23—24	26—28
ESP	34—39	33—35	35—37	25—26	29—32
Expansion	40—43	36—38	38—40	27—39	33—36
Hypnosis	44—45	39—45	41—55	40—42	37—40
Invisibility	46—54	46—52	56—58	43—50	41—45
Levitation	55—56	53—55	59—60	51—60	46—48
Mind Over Body	66—68	56—67	61—66	61—70	49—53
Molecular Agitation	69—77	68—69	67—68	71—74	54—57
Object Reading	78—83	70—76	69—73	75—76	58—67
Precognition	84—88	77—85	74—76	77—78	68—79
Reduction	89—90	86—88	77—81	79—84	80—83
Sensitivity to Psychic	91	89—95	82—86	85—86	84—88
Suspend Animation	92—98	96—98	87—94	87—99	89—92
(Select one)	99—00	99—00	95—00	00	93—00

MAJOR DISCIPLINE	INT	WIS	CHA	NONE	ALL
Astral Projection	01—04	01—03	01	01	01—05
Aura Alteration	05—07	04—08	02—06	02—03	06—08
Body Control	08—10	09—11	07—11	04—11	09—11
Dimension Door	11—18	12—14	12—13	12—14	12—17
Dimension Walk	19—23	15—16	14—15	15	18—21
Energy Control	24—25	17—20	16—21	16—25	22—24
Etherealness	26—28	21—22	22—24	26	25—28
Mass Domination	29—30	23—30	25—32	27	29—33
Mind Bar	31—50	31—44	33—37	28—29	34—40
Molecular Manipulation	51—55	45—50	38—44	30—46	41—45
Molecular Rearrangement	56—63	51—54	45—48	47—52	46—50
Probability Travel	64—72	55—64	49—52	53	51—55
Telekinesis	73—82	65—72	53—58	54—55	56—60
Telempathic Projection	83—87	73—88	59—72	56—60	61—67
Telepathy	88—92	89—93	73—82	61—62	68—74
Telepathic Projection	93—94	94—96	83—90	63—64	75—78
Shape Alteration	95—96	97	91—94	65—84	79—83
Teleportation	97—00	98—00	95—00	85—00	84—00



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Keep track of quality

by Lenard Lakofka

Artisans do work of varying quality. Some of their work may be exceptional in some way, but the normal AD&D™ melee rules offer no way of showing the effect of this exceptional work. The following is a system to distinguish between the many levels of quality — good and bad — in the manufacture of shields, armor, and weapons.

The majority of weapons, armor and shields bought from artisans will be of good quality. They will sell for the prices listed in the Players Handbook, plus or minus 20%, in most cases. Some few craftsmen, about 20% of them, will be exceptionally good and have a high skill level. Conversely, about 10% (this percentage is lower because work of poor quality will not last, and neither will the craftsman) will produce work of low quality.

Shields

A good shield gives the wearer a benefit of 1 on his or her armor class. As stated in the rules, for example, chain is AC 5 while chain and shield is AC 4. Exceptional shields benefit armor class even more than normal good shields, but not to the extent of another +1 benefit. The best way to represent this extra improvement is to make the blow to hit the shield at a selective minus. This is done by saying that a particular number, when rolled vs. this particular shield, will be reduced by 1. For example, a shield might be exceptional on a roll of 13, so that whenever an opponent rolls a natural 13 the DM will read it as a 12 instead.

This does not take into account a magical bonus on the opponent's weapon or any bonus the wielder might have to hit due to exceptional strength. If such bonuses do apply, they are added in the normal manner. For instance, if the opponent has a strength of 17 he is +1 to hit due to strength. If his weapon is +1, there is a second bonus. If he rolls a natural 13 against the exceptional shield described above, the DM reads it as 12 + 1 + 1 = 14, instead of the usual 13 + 1 + 1 = 15. Note that an adjusted 14 or 15 might not even be enough to hit the particular armor class, or the armor class might be hit on only a 10 or 11. Thus, the shield will only apply to 5% of the normal "to hit" probabilities. This particular shield will convert a natural 13 to a 12 — no more and no less. If a natural 14 is rolled, it stays a 14; if a natural 12 is rolled, it stays a 12.

Shields of good quality would then cost more and have a particular property. The standard "large shield" as per the Players Handbook is valued at 15 gp. Below is a table of exceptional shields, each valued at more than 15 gp because of its nature. If a dice roll is made to generate a type of exceptional shield at random, this will indicate the highest-quality shield a particular armorer is able to produce, and one of higher quality cannot ever be made by that particular craftsman.

Good quality shields

Dice roll	No(s). reduced	Cost (gp)	Extra days to make
01—40	13	18	1
41—60	14	20	1
61—70	15	23	1
71—75	16	27	1
76—78	17	32	2
79—80	18	40	2
81—82	19	50	2
83—84	13-14	60	3
85—86	14-15	70	3
87—88	15-16	80	3
89—90	16-17	90	3
91—92	17-18	100	4
93	18-19	110	5
94	13-15	125	6
95	14-16	140	7
96	15-17	160	8
97	16-18	180	9
98	17-19	200	10
99	16-19	225	11
00	15-19	250	12

Note: The "No(s). reduced" column indicates the "to hit" die roll(s) reduced by 1 when rolled vs. the particular shield; thus, a type "00" shield will diminish by 1 any natural "to hit" die roll in the range of 15 through 19.

The additional rule can be added that only exceptional shields of this sort can be magical. If this is true, only one shield maker in 500 (remember that only 20% can make any type of exceptional shield) can make a shield that eventually could be magicked to +5 enchantment.

Poor-quality shields, or shields that are damaged (if you play some rules that take into account shield damage) would have the opposite effect: for instance, on a "to hit" roll of 14 the die would be read as 15 instead. As above for high-quality shields, other rolls would be unchanged, so a natural 13 stays a 13 and a natural 15 stays a 15.

A table of poor shields would look like this:

Poor quality shields

Dice roll	No(s). increased	Cost (gp)	Days less to make
01—40	14	15	0
41—60	15	15	0
61—70	16	15	0
71—80	17	15	0
81—85	18	15	0
86—90	15-16	15	½
91—93	16-17	15	½
94—95	17-18	15	½
96	15-17	15	1
97	16-18	15	1
98—99	15-18	15	1½
00	14-18	15	1½

Note: The "No(s). increased" column indicates which "to hit" rolls are increased by one when rolled against the particular shield; thus, a type "00" poor quality shield causes any "to hit" roll against it in the range of 14 through 18 to be increased by 1. "Days less to make" is taken as a subtraction from the usual number of days an armorer needs to make a normal shield. Note also that the price does not go below 15 gp in any event; poor quality is not less expensive.

Armor

Exceptional armor can be produced in the same way as exceptional shields. I would limit this to metal types, and to make life even easier let's say that only chain and plate can be exceptional. The percentages are different from those for shields: 15% of all armorers make high-quality armor, and just as many make bad armor. The other 70% produce normal armor, chain costing 75 gp and being made in 45 days and plate going for 400 gp with a 90-day construction time. You can rule, using historical precedent, that not all armorers make plate. The chart on the top of the following page takes into account that rule.

Dice roll	Armorer's skills
01—10	poor chain, no plate
11—13	poor plate, no chain
14—15	poor plate and chain
16—50	average chain, no plate
51—55	average chain, poor plate
56—60	average chain and plate
61—70	good chain, no plate
71—80	good plate, no chain
81—85	good chain, poor plate
86—90	good plate, poor chain
91—97	good chain, average plate
98—00	good chain and plate

Mixing good quality chain and shield can get a little complicated. If the shield converts a roll of 15 to 14 and chain converts 18 to 17, then things are straightforward. When the numbers overlap it becomes more difficult: What happens if both chain and shield convert 16 to 15? In a case of exact and complete overlapping, consider half of the rolls at the next higher number as being converted, as well as half of the rolls at the next lower number. Thus, a set of chain and shield that converts 16 to 15 would convert half of the blows that score a natural 15 to 14 and half of the blows that score a natural 17 to 16. The procedure is as follows: Roll the dice; 15 comes up. Roll d%; on 01-50 the 15 becomes 14, and on 51-00 the 15 remains 15.

The overlap is of no additional benefit in cases where it is not an exact and complete overlap, such as when chain and shield both affect more than one "to hit" number but the rolls they affect are not all the same. Consider a set of chain that converts 17 to 16 and 16 to 15, used with a shield that converts 16 to 15 and 15 to 14. If 17 is rolled in such a case it becomes 16; 16 becomes 15; and 15 becomes 14. A natural 18 stays 18 and a natural 14 remains 14.

If an armorer produces other than average chain or plate, use the appropriate table (good chain, poor chain, good plate, or poor plate) from those that follow.

Good quality chain

Dice roll	No(s). reduced	Cost (gp)	Extra days to make
01—35	16	80	3
36—60	17	90	5
61—80	18	100	8
81—90	19	120	11
91—92	16-17	145	14
93—94	17-18	175	18
95—96	18-19	200	22
97	16-18	250	28
98	17-19	285	32
99	16-19	330	40
00	15-19	400	45

Armor of types 91 to 96 can be enchanted to +2; types 97 and 98 can be enchanted to +3; armor type 99 can be enchanted to +4; and only armor type 00 can be enchanted to +5. Armor types 01 to 90 can be enchanted to +1.

Poor quality chain

Dice roll	No(s). increased	Cost (gp)	Days less to make
01—30	16	75	0
31—50	17	75	0
51—70	18	75	0
71—80	16-17	70	3
81—90	17-18	70	5
91—94	16-18	65	8
95—97	17-19	50	12
98—99	16-19	40	16
00*	16-19	30	20

* — Type 00 poor quality chain causes 16 to convert to 18, and 17 to convert to 19. All other increases are +1 only.

Poor quality chain can never be magical, not even cursed.

Good quality plate

Dice roll	No(s). reduced	Cost (gp)	Extra days to make
01-40	16	420	3
41-65	17	440	4
66-75	18	460	5
76-80	19	480	6
81-88	16-17	510	10
89-91	17-18	540	13
91-92	18-19	570	16
93-94	16-18	620	20
95-96	17-19	670	25
97-98	16-19	685	30
99-00	15-19	700	40

Types 01 to 80 can be +1; types 81-92 can be +2; types 93-96 can be +3; types 97-98 can be +4; and types 99-00 can be +5.

Poor quality plate

Dice roll	No(s). increased	Cost (gp)	Days less to make
01—20	13	400	0
21—40	14	400	0
41—50	15	400	0
51—55	16	400	0
56—60	17	400	0
61—64	18	400	0
65—66	19	400	0
67—75	13-14	380	5
76—80	15-16	360	10
81—85	17-18	340	15
86—90	18-19[1]	320	20
91—95	13-15[2]	300	25
96—97	16-19[3]	280	30
98—00	13-19[3]	250	45

[1] — Rolls of 18 and 19 both convert to 20.

[2] — All nos. convert to the roll +2 instead of +1.

[3] — All nos. convert to the roll +2, maximum of 20.

All armor and shields of exceptional quality — good or otherwise — must be custom-made. None can be bought "off the rack." One person's armor or shield will not operate for someone else unless he is very near the same size, strength and dexterity.

Plate armor, whether of exceptional quality or not, is never brought off the rack. It must be custom-made, or it will not fit correctly. Improperly fitting plate can be rolled on the "poor quality plate" table to simulate the binding and tight fit in some location of the suit that would occur.

The care of armor and shields

Armor and shields must be kept in good working condition. They need polishing and cleaning. This is especially true of a suit of armor caught in the rain, If a rain-soaked suit of armor is not cleaned and dried soon thereafter (within 13-24 hours), it will begin to rust and become tight in places. Quality armor (good or bad) will deteriorate one category for each time period (13-24 hours) it is allowed to go unmaintained. Deterioration can be reversed if attended to promptly, but it is permanent if the armor is allowed to slip two notches in quality. Deterioration occurs in steps of from 13 to 24 hours apart.

For example, a set of type 93 good quality chain (converts 18 to 17 and 17 to 16) is worn by a figure who must march through a rainstorm. He does not clean or dry the armor thereafter. Roll d12 and add 12; the result is 7 + 12 = 19 hours. The suit will deteriorate, at least temporarily, to type 91 (converts 17 to 16 and 16 to 15) if it is not cleaned and dried within that 19 hours. If it is still not maintained through another randomly determined time period (we'll say 14 hours this time), it will deteriorate to type 81 (converts 19 to 18). If it is now cleaned and dried, it can never again act as type 93 armor, but can be improved to type 91 at best. Further deterioration from type 81 would take it to type 61, type 36, then type 01. Beyond that point, it would become ordinary chain for 2-5 days, and would then begin to slide down the "poor quality chain" chart.

Thus, armor or shields (the system works the same way for shields) found in a treasure trove must be examined carefully for rust and defects; if left untouched and unpolished, it might deteriorate if it is not already in good working condition. Magic armor will not deteriorate, but it might be discolored by tarnish and light surface rust.

Exceptional quality weapons

I do not pretend to be a weapons expert; however, I feel that some weapon types cannot achieve the same degree of high quality that others can; for instance, a sword can be better crafted than the best cudgel in the world.

The following categories delineate the types of quality that can be achieved:

Group One: Can only be achieved by swords and scimitars. They can be up to +5 in enchantment and of the best quality.

Group Two: As high as maces can go. They can be up to +4 in enchantment and of the next best quality.

Group Three: The highest level of quality for arrows, axes, crossbows,

daggers, hammers, spears, and tridents. They can be up to +3 in enchantment and of good quality.

Group Four: The highest category for crossbow bolts, javelins, and slings. They can be up to +2 in enchantment and of good quality.

Group Five: The upper limit in quality for battle axes, bows, flails, military picks, and morning stars. They can be up to +1 in enchantment and of fair quality.

Group Six: Maximum quality for darts, scepters, halberds, lances, sling bullets, and quarter staffs. Optionally, they can be enchanted up to +1 (even +2) and can be of fair to good quality. They cannot be repaired well and may lose enchantment easily.

Group Seven: Highest quality possible for pole arms not specifically mentioned above. They are very rarely magical and of only poor quality.

Group Eight: The lowest quality category, used for sling stones, clubs, and any makeshift weapon or substitute weapon such as a candlestick, pitchfork, hoe, ax handle, etc. They are never magic and are of dubious quality.

To determine the quality level of a particular artisan, refer to the appropriate table(s) following. The procedure for sword smiths is different from that for other types of weapon makers (primarily because there are so many different kinds of swords), and is listed first.

Sword smiths

All sword smiths can make daggers. Each one will also have the skill to construct one or more of the five main types of swords: short (S), broad (B), long (L), bastard (Ba), and two-handed (T). Roll percentile dice for a particular artisan and refer to the list below to find which type(s) of sword that craftsman can construct:

01—10: S only.
11—20: B only.
21—30: L only.
31—33: Ba only.
34: T only.
35—50: S and B.
51—55: S and L.
56—65: B and L.
66—80: S, B, and L.
81—90: B and T.
91—96: L and T.
97—98: B, L, and Ba.
99: L and Ba.
00: All types.

A general quality level is assigned to each sword smith by another roll of percentile dice, using the appropriate category from the following list:

Roll of 01-07: Quality Group Eight. The smith's weapons will be poor. On a roll of 1 on d6, a weapon produced by this smith will convert a certain "to hit" number downward, just as with shields and armor. For such a weapon, roll percentile dice again and consult this list:

01—60: 14 becomes 13
61—80: 15 becomes 14
81—90: 16 becomes 15
91—97: 17 becomes 16
98—99: 18 becomes 17
00: 19 becomes 18

Roll of 08-20: Quality Group Seven. The smith's weapons will be of generally poor quality. One out of eight weapons will be very good or very bad; roll d8, and if a "1" results, roll percentile dice and refer to the following:

01—70: Roll again, using list given above for Group Eight weapons.
71—00: Roll on Group Six list given hereafter.

Roll of 21-75: All weapons produced by this smith are of acceptable quality (but not exceptional).

Roll of 76-85: One in four weapons made by this smith can be rolled on the list for Group Six.

Roll of 86-93: One in three weapons can be rolled on list for Group Five.

Roll of 94-95: One in two weapons can be rolled on list for Group Four.

Roll of 96-97: Every weapon made by this smith is rolled on list for Group Three.

Roll of 98-99: Every weapon is rolled on list for Group Two.

Roll of 00: Every weapon is rolled on list for Group One.

Weapon specifications by Quality Group

When a result refers to a Quality Group of Six or higher (up to One), use the appropriate list in this section to determine the "to hit" number(s) which are adjusted for that weapon. This section applies for other types of weapons as well as swords.

Group Six:
01—30: 13 becomes 14
31—55: 14 becomes 15
56—74: 15 becomes 16
75—90: 16 becomes 17
91—97: 17 becomes 18
98—00: 18 becomes 19

Group Five:
01—90: Roll on Group Six list
91—00: 19 becomes 20

Group Four:
01—85: Roll on Group Five list
86—92: 13/14 becomes 14/15
93—96: 14/15 becomes 15/16
97: 15/16 becomes 16/17
98: 16/17 becomes 17/18
99: 17/18 becomes 18/19
00: 18/19 becomes 19/20

Group Three:
01—70: Roll on Group Four list
71—90: 13/14/15 becomes 14/15/16
91—96: 14/15/16 becomes 15/16/17
97—98: 15/16/17 becomes 16/17/18
99: 16/17/18 becomes 17/18/19
00: 17/18/19 becomes 18/19/20

Group Two:
01—60: Roll on Group Three list
61—90: 13-16 becomes 14-17
91—96: 14-17 becomes 15-18
97—99: 15-18 becomes 16-19
00: 16-19 becomes 17-20

Group One:
01—60: Roll on Group Two list
64—90: 13-17 becomes 14-18
91—97: 14-18 becomes 15-19
98—00: 15- 19 becomes 16-20

How to use these charts: The players enter town and find a sword smith. Roll to determine what type(s) of swords he makes; on a roll of 71, he makes short, broad and long swords. Then roll to find the Quality Group his work belongs to. This is a one-time roll for each sword smith, unless and until two years pass, in which case he might (40% chance) have moved up one Quality Group in the meantime. On a roll of 94, this smith is determined to be able to produce Group Four swords as his best current product. If *Enchant an Item* is available, such a weapon might be magicked up to +2 enchantment. (Optional rules: only the best weapon type in any Group can be multipurpose. Only one of the top three weapon types in any Group can be aligned and considered an "exceptional sword.")

You pay the man to make a long sword. He does this, and then you roll to see what quality of weapon he *actually* produced. On the average, every other sword this smith produces may qualify for Quality Group Four. This is one such

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sword. A roll on the Group Four list comes up a 73. Another roll is taken, this time on the Group Five list. This roll is an 81, which means yet another roll, this time on the Group Six list. This result is a 34, which means the weapon the smith produced will convert any natural 14 to a 15 for the purpose of "to hit" determination. The weapon could be magicked up to +1. It cannot, for example, be magicked to become +1/+2 vs. magic-using and enchanted creatures for two reasons: First, it is not a possible +2 weapon; second, it is not within the top three types of a +1 weapon (17 to 18, 18 to 19, or 19 to 20) and thus cannot be "exceptional" or aligned.

Other weapon types

The Quality Group lists given above are used for other weapon smiths besides swordmakers. First, determine the type(s) of weapon(s) a particular smith can make. Then find the Quality Group list to refer to and roll as given.

There are five main types of weapon smiths besides swordmakers: bowyers. fletchers, crossbow smiths, those who make hafted weapons, and those who make castable pole arms and lances.

Bowyers will be able to make any type of normal bow (not a crossbow), and 30% of all such smiths also make arrows as well.

Fletchers will be able to make any normal type of arrow, and 5% of them also make bows (like a bowyer) as well.

Crossbow smiths can construct light or heavy crossbows, and 80% of them also make bolts for those weapons.

Hafted weapon smiths will have various talents. A few of them are able to construct all types of hafted weapons: axes (A), battle axes (B), maces (M), hammers (H), Morning stars (MS), flails (F), and pole arms (P) not designed for throwing. Determine the talents of a particular smith by rolling percentile dice and referring to this list:

01—10: A and B.
11—25: M and H.
26—40: MS and F.
41—50: P only.
51—65: M, H, and MS.
66—80: M, H, and P.
81—95: A, B, M, and H.
96—00: All types.

Castable pole arm smiths and lance smiths also have varying talents, with only 10% of all such artisans able to construct all four types: spears (S), javelins (J), lances (L), or other pole arms (P):

01—40: S only.
41—65: S and J.
66—70: L only.
71—90: S, J, and L.
91—00: All types.

Quality Group determination

All weapon types except for swords are included on one of the columns in the following table. To determine the Quality Group into which a particular smith's work falls, roll percentile dice and cross-index the dice result with the weapon type in question. A different roll is made for each weapon type; thus, a smith might produce relatively high-quality spears while at the same time making the worst javelins in the country.

Columns on the chart are keyed as follows:

A = daggers
B = maces
C = arrows, axes, crossbows, hammers, spears, tridents
D = crossbow bolts, javelins, slings
E = battle axes, bows, flails, military picks, morning stars
F = darts, halberds, lances, sling bullets, quarter staves

Quality Group chart

Dice roll	A	B	C	D	E	F
01—04	8	8	8	8	8	8
05—12	7	7	7	7	7	7
13—20	6	6	6	6	6	7
21—50	5	5	5	6	6	7
51—70	4	4	5	6	6	7
71—85	3	3	4	5	6	6
86—95	3	3	3	5	5	6
96—00	3	2	3	4	5	6

Estimating quality

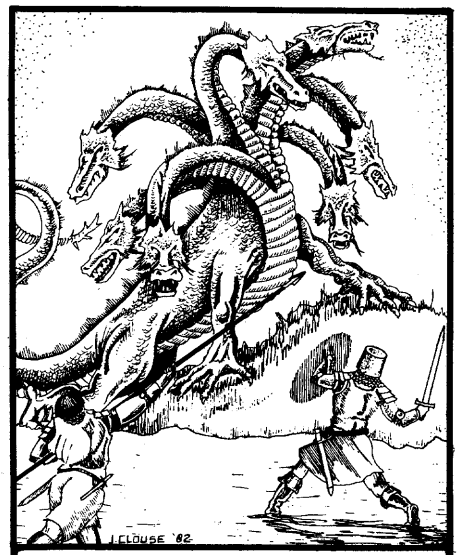
Once the Quality Group is known on a weapon-by-weapon-available basis, the lists for each group will indicate how well the weapon actually turns out. The quality of the final product can be told correctly by the smith 60% of the time. The other 40% of the time he will think it is one step above or below what it actually is.

Thus, if a sword smith who is capable of producing Group One weapons looks at his final work, he can come very close to its exact quality determination. As an example, say it rolls up (beginning on the Group One list) as follows: 54 (move to Group Two list); 67 (move to Group Three list); 98 (he produced a weapon that converts 15 to 16, 16 to 17, and 17 to 18 — what is called a type 97 weapon on the Group Three list). When the smith examines the weapon, he will estimate it as being a type 91 (20% of the time), type 97 (60% of the time) or type 99 (20% of the time). Naturally, the smith is not obligated to disclose his appraisal.

Is the price right?

Weapon making is an art that always tries for a certain level of excellence but may not achieve it; by contrast, an armorer knows what he will end up with and knows what to charge — exactly — for the final product. Starting with the prices given in the Players Handbook, here is a list of multipliers for the weapons, depending on the appraisal of the weaponsmith, that would constitute a fair price for a certain weapon. As illustrations of how to use this list, consider the sword examples used earlier. The first one (Group 6, type 31 long sword) is fairly priced at (2.5 x 15 gp) = 37.5 gp. The second one (Group 3, type 97 long sword) is worth (20 x 15) = 300 gp.

Group and type	Price multiplier
8 poor	0.75
8 average	full price
7 poor	0.90
7 average	full price
7 good	1.5
6 type 01	2.0
6 type 31	2.5
6 type 56	3.0
6 type 75	3.5
6 type 91	4.0
6 type 98	4.5
5 type 91	5.0
4 type 86	6.0
4 type 93	7.0
4 type 97	8.0
4 type 98	9.0
4 type 99	10.0
4 type 00	12.0
3 type 71	14.0
3 type 91	17.0
3 type 97	20.0
3 type 99	24.0
3 type 00	28.0
2 type 61	34.0
2 type 91	40.0
2 type 97	47.0
2 type 00	55.0
1 type 61	70.0
1 type 91	85.0
1 type 98	100.0



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New monsters for low levels

Leomund's TINY HUT

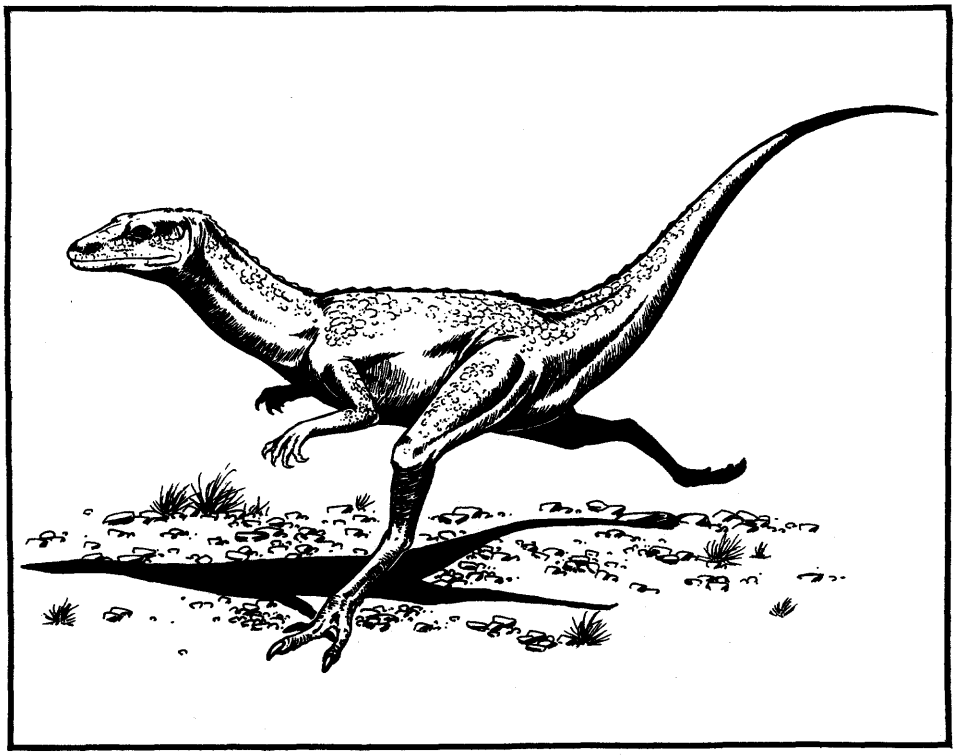
by Lenard Lakofka

(Editor's preface: Many readers of DRAGON™ Magazine have expressed a desire for more creature types to challenge low-level characters and to populate the lower-numbered levels of a dungeon. In this edition of Leomund's Tiny Hut, *Lenard Lakofka offers a collection of creatures of just this sort, including some normal (non-magical) creatures — and some that are anything but normal.)*

Euparkeria

FREQUENCY: *Common*
NO. APPEARING: *1-6*
ARMOR CLASS: *5*
MOVE: *13"*
HIT DICE: *1+1*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *2-5*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *S (3' tall)*
PSIONIC ABILITY: *Nil*
X. P. VALUE: *20 + 2/hp*

This is a small dinosaur ancestor of the lower Triassic period, about the size of a small dog. It might be found in groups of 1-6. It will singly attack lone figures of small size, or a single medium-sized figure if three or more of the creatures are present. The euparkeria is a carnivore.



Compsognathus

FREQUENCY: *Common*
NO. APPEARING: *1-12*
ARMOR CLASS: *5*
MOVE: *10"*
HIT DICE: *1-1*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-3*
SPECIAL ATTACKS: *Surprise on 1-3*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *S (1½ feet tall)*
PSIONIC ABILITY: *Nil*
X. P. VALUE: *5 + 1/hp*

This is a very small dinosaur of the Jurassic period. It might hunt in groups. Its small size allows it to hide, even in packs, and surprise small animals or even humans, humanoids or demi-humans. Attacks at night might occur on sleeping victims.

Miniature animals

FREQUENCY: *Very rare*
NO. APPEARING: *Same as for normal-sized animal of type, but 50% chance of twice the number diced*
ARMOR CLASS: *Two places higher (worse) than for normal-sized animal of same type*
MOVE: *As for normal size, multiplied by 2/3 (round up)*
HIT DICE: See *below; roughly ¼ of normal size*
% IN LAIR: *As normal size, plus 10%*
TREASURE TYPE: *In lair only; 40% chance for type J, K, L, M, or N, plus 5% chance for magic; see below*
NO. OF ATTACKS: *As normal size, or fewer; see below*
DAMAGE/ATTACK: *Not more than 3-6 points of damage from any single form; see below*
SPECIAL ATTACKS: *Surprise more likely for carnivores; i.e., 1 less likely to surprise on d6 than normal size*
SPECIAL DEFENSES: *More difficult than normal size to be surprised, by one point on d6*
MAGIC RESISTANCE: *+2 to saving throw versus all attack forms, figured on its hit dice; same saving throw as normal size animal of same type vs. poison or death magic*
INTELLIGENCE: *Animal to semi-*
ALIGNMENT: *Neutral with chaotic tendencies*
SIZE: *Half of normal size, 1/8 of weight (of normal-sized type) are the usual proportion changes*
PSIONIC ABILITY: *Nil*
X. P. VALUE: See *below*

All miniature animals are small mammals. They were created via spells similar to those that were so successful in creating giant reptiles, insects, amphibians and the like. In a locale where miniature animals exist, usually an isolated valley, small island or peninsula, they are 80% likely to be the only type of mammal in the area. They never exist where large carnivores do, since they would be wiped out too quickly. Miniature animals (mammals) conform to their larger cousins in most respects, but they group/herd together more often. They are also more aggressive and have a pronounced chaotic tendency. Thus, any type of miniature animal located is 50% likely to be in a greater frequency than are found for the full-sized animal as given in the Monster Manual or the FIEND FOLIO™ book. Their smaller size harms their armor class by two levels and causes them to be slowed by a factor of 1/3 (but rounded up in their favor in all cases). Their hit dice can be as low as 1/4 and as high as 3+4.

Type	HD	#A	D/A	XP
Ape, gorilla[1]	1	3	1/1/1-2	10+1/hp
Ape, carniv.[2]	1+2	3	1/1/1-3	30+2/hp
Baboon	¼	1	1	5+1/hp
Badger	¼+1	1	1-2	7+1/hp
Bear, black[3]	1-1	3	1/1/1-2	12+1/hp
Bear, brown[4]	1+3	3	1-2(x3)	28+2/hp
Bear, cave[4]	2+2	3	1-20(2)/ 1-3	50+3/hp
Boar, wild	1-1	1	1-4	10+1/hp
Boar, warthog	1-1	2	1-2/1-2	10+1/hp
Buffalo	1+2	2	1-2/1-2	20+2/hp
Bull	1	2	1-2/1-2	10+1/hp
Camel, wild	1-1	1	1	10+1/hp
Dog, war	½+1	1	1-2	7+1/hp
Dog, wild	¼	1	1	5+1/hp
Elephant, Asian	2+4	5	1-4(x2)/ 1-3/1-2(x2)	90+3/hp
Elephant, African	2+6	5	2-5 (x2)/ 1-4/1-3(x2)	125+ 3/hp
Hippopotamus	2	1	1-4 or 3-6	20+2/hp
Horse, wild	½+1	1	1	5+1/hp
Hyena	1-1	1	1-2	10+1/hp
Jaguar[5]	1	3	1/1/1-2	45+2/hp
Leopard[5]	1	3	1/1/1-2	45+2/hp
Lion[6]	1+3	3	1/1/1-3	65+2/hp
Lion, mtn.[5]	1-1	3	1/1/1-2	25+2/hp
Lynx[7]	¼	1	1	5+1/hp
Mammoth	3+4	5	3-6(x2)/ 2-5/1-3 (x2)	125+ 4/hp
Rhinoceros[8]	2+1	1	1-2 or 1-4	90+3/hp
Stag	1-1	1	1-2 (2) (1/1)	7+1/hp
Tiger[6]	2+1	3	1-2 (x2)/ 1-3	50+3/hp
Wolf	½	1	1-2	5+1/hp

Notes:
[1] — no rending
[2] — rending for 1-2
[3] — no hug
[4] — brown bear hugs for 1-3, cave bear for 2-5
[5] — surprise only on 1; rear claws 1/1
[6] — surprise only on 1; rear claws 1-20-2
[7] — surprise on 1-5
[8] — charge for 2-4 or 2-8

No humans, humanoids or demihumans can be miniature animals. Those animals listed in the books as giants of their type rarely (if ever) become miniatures and are thus also not included.

Being small, they are more likely to surprise and less likely to be surprised. Their attacks never exceed 3-6 points of damage from any single form, with special attacks being lost in most cases.

Since they are the products of magic, miniature animals are +2 on all saving throws but gain the saving throw of the full-sized mammal versus death magic and poison attacks. If magic is thrown at a miniature animal, its experience point value goes up +20 for a creature of less than 1 hit die, +40 for 1 to 1+4 hit dice, +60 for 2 to 2+4 hit dice, and +80 for 3 to 3+4 hit dice.

Miniature animals are at least as aggressive as their counterpart full-sized animals, and carnivores are more so. They respect larger opponents and will usually only attack against small prey or when they have superior numbers. Naturally, they will fight if cornered. Miniature animals will not be familiars in any case. They gain a saving throw of +4 vs. any spell that would charm them, including the druid spell *animal friendship.*

Miniature animals are often found in association with pixies, dryads, and leprechauns (30% likely if the pixie, *et. al.* is in a truly isolated locale).

Miniature animals may have treasure in their lairs or nearby when a kill is located. Magic found will usually be a shield, armor, or weapon, though other items are possible. It would be unlikely to find items valued at over 5,000 g.p.

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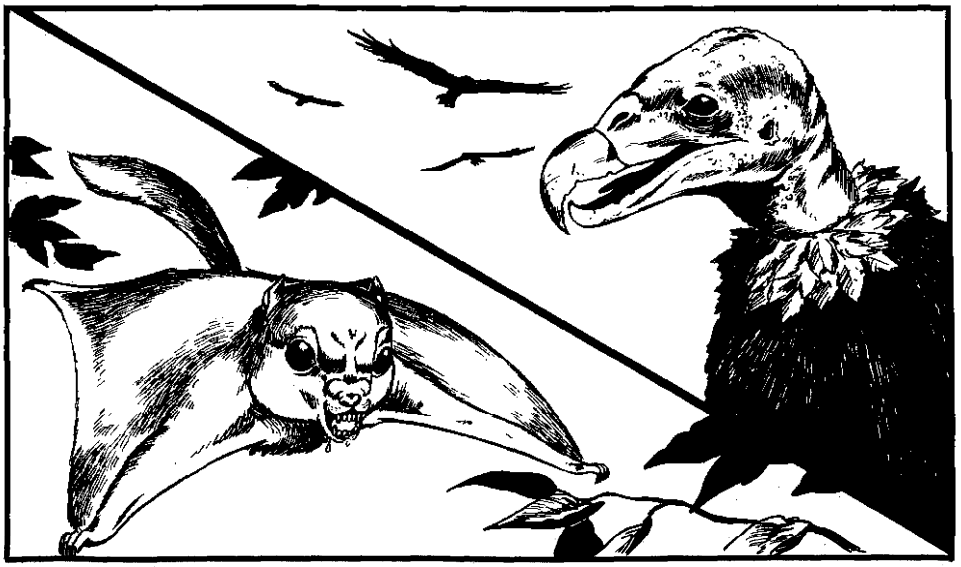
Vulture

FREQUENCY: *Common*
NO. APPEARING: *4-16*
ARMOR CLASS: *6*
MOVE: *3"//15"*
HIT DICE: *1+1*
% IN LAIR: *20%*
TREASURE TYPE: *In lair only; 30% chance for J, K, L, M, or N*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-4*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *M*
PSIONIC ABILITY: *Nil*
X. P. VALUE: *20 + 2/hp*

This scavenger is found in scrub lands and in areas bordering on deserts. It is attracted to the smell of blood, which it can detect at a distance of two miles. It will not attack unless a figure is down or if he or she appears nearly unconscious. It will pick at open wounds, making them bleed at twice the normal rate, and its damage per attack of 1-4 is increased by the amount bleeding is increased. Vultures are not aggressive and can be beaten off with any successful "to hit" roll, also causing others in the flock to move off for a period of time. They, will however, attack downed victims while melees are going on around them, and in so doing they can cause a figure to die who is lying unconscious, is asleep or held. (Sleeping and held victims must be bleeding to be attacked.)

Vultures generally appear in 2-7 melee rounds after melee begins. They will circle for a period of 1-4 rounds, seeking fallen victims, and then they will swoop in to investigate and to pick at the remains. Those who are unconscious are hit automatically; those being slept will awaken on the next round; and those being held can be eaten alive if the hold is not removed in some way.



Carnivorous flying squirrel

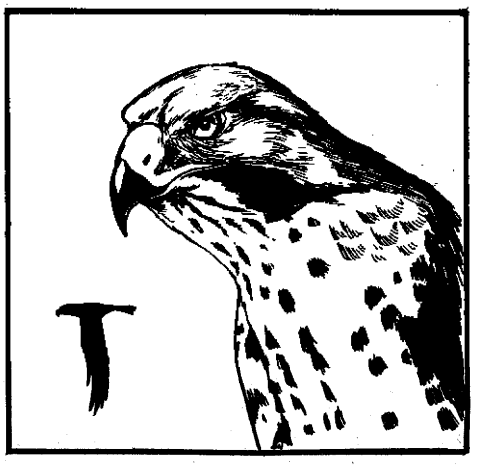
FREQUENCY: *Uncommon*
NO. APPEARING: *3-18*
ARMOR CLASS: *7*
MOVE: *9"/15"*
HIT DICE: *1-1*
% IN LAIR: *40%*
TREASURE TYPE: *In lair only; 20% chance for type C, minus coins; see below*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-3*
SPECIAL ATTACKS: *"Flying," thus gaining surprise on 1-4 on d6*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *S (1' long)*
PSIONIC ABILITY: *Nil*
X. P. VALUE: *10 + 1/hp*

Flying squirrels "fly" by the use of loose folds of skin on the inside of their fore and rear legs. They can only glide, in fact, and cannot gain altitude once they have jumped. Their range is five feet for every foot of height they jump from (usually a tree). When flying to the attack, if surprise is achieved, they make their initial attack as monsters of 2 hit dice. They only attack when they have two-to-one or better odds. In their lair (a treetop nest) can be found gems, jewelry, and other small items that are bright and shiny. They would never have treasure consisting of armor, shields, most weapons, potions, or scrolls.

Hawk / falcon

FREQUENCY: *Uncommon*
NO. APPEARING: *1 or 2*
ARMOR CLASS: *5*
MOVE: *9"/18"*
HIT DICE: *2+4*
% IN LAIR: *55%*
TREASURE TYPE: *In lair only; any small, bright item(s)*
NO. OF ATTACKS: *3*
DAMAGE/ATTACK: *1-3/1-3/1-4*
SPECIAL ATTACKS: *Blinding, dive*
SPECIAL DEFENSES: *Surprised only on a 1 on d10*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: *S (1½ feet tall)*
PSIONIC ABILITY: *Nil*
X. P. VALUE: *105 + 3/hp*

Hawks and falcons are exceptionally dangerous opponents. They can fly in to attack at blinding speed and are likely (1-4 on d6) to surprise when they dive to the attack. Trained birds will go for the eyes of a victim. If they score a beak attack on a victim who does not have eye protection, the victim is 25% likely to lose the use of the eye. Hawks and falcons generally will not attack medium-sized opponents unless it is a trained bird. Halflings, gnomes and kobolds fear them since these small humanoids are sometimes the target of a mated pair.



Animal skeletons

FREQUENCY: *Very rare*
NO. APPEARING: *2-20*
ARMOR CLASS: *8*
MOVE: *6"*
HIT DICE: *1-1*
% IN LAIR: *85%*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-4*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Immune to sleep, charm, hold, cold, death magic; half damage from edged weapons*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: *S to M*
PSIONIC ABILITY: *Nil*
X. P. VALUE: *10 + 1/hp*

Animal skeletons are created from small vertebrates via the spell *animate dead,* which produces 1 skeleton per level of the casting cleric or magic-user. These undead can be turned as a regular skeleton but at +1 in the cleric's favor, using d6 + 6 to determine the number (7-12) turned or destroyed. The animals never have any special attack forms they may have had in life. Animals smaller than squirrels or larger than hyenas cannot become animated skeletons.

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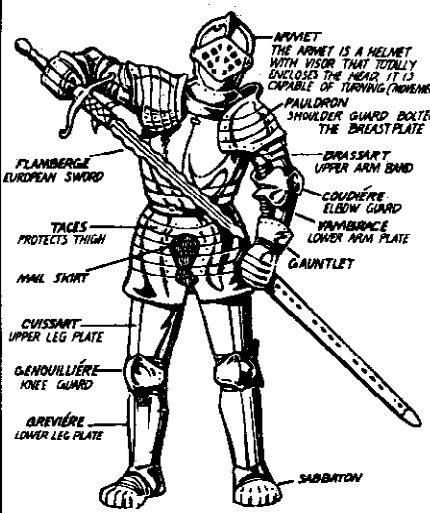

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BOHEMIAN EAR SPOON	P	2.7m	2.6kg	1	3	thrust	1	3
European T								
CATCH POLE	P	2.6m	2.5kg	1	2	thrust	2	2
European/Malaysian T								
CHAUVES SOURIS	P	2.5m	2.5kg	1	3	thrust	1	3
European T								
COUTEAU DE BRECHE	P	2.1m	2.6kg	1	3	chop/thrust	1	3
European T								
HEAD AXE	H	.7m	1.9kg	1	2	chop	1	3
Ingorot T								
HERCULES CLUB	H	1.2m	2.5kg	1	2	impact	1	3
European T								
HOLY WATER SPRINKLER	H	6m	2.3kg	1	2	thrust/impact	2	3
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LEOMOND'S TINY HUT

The cloistered cleric

by Lenard Lakofka

Author's Introduction

"Beefing up the Cleric" in issue #58 of DRAGON™ Magazine was the first installment in this column in a discussion of the cleric in the AD&D™ system. This second installment, brought about by much urging and assistance from Brad Nystul, will discuss the non-adventuring cleric. This material is not an official addition to the AD&D rules.

The non-adventuring cleric

The regular cleric, according to the AD&D rules, must have the following statistics: strength in a range of 6 to 18, intelligence 6 to 18, dexterity 3 to 18, constitution 6 to 18, charisma 6 to 18, and wisdom 9 to 18. (Half-elf clerics must have a wisdom of at least 13; it might be extrapolated that other demi-human clerics also must have a minimum wisdom of 13, though half-orcs, since their maximum wisdom is 14, might have their minimum lowered — say, to 11.) If the cleric is not a human, his or her ability-score minimums and maximums must also be in accordance with the limits for that race.

However, one wonders if non-player characters must meet all the same requirements, especially with regard to the minimum scores necessary to be a cleric — and, if they are allowed variation, how they might be "balanced" to retain some advantage for characters who do meet all the regular requirements.

The AD&D game models its cleric after the medieval fighter-cleric, *à la* Templar or Hospitlar. Yet we are all aware that all clerics, then and now, do not meet that standard. The AD&D game does not take into account scholarly (sometimes called cloistered) clerics, or brothers who are not ordained but have some clerical functions. I would like to fill in those two gaps and allow for regular clerics, as non-player characters, who do not meet the ability-score minimums for player character clerics.

The easiest group to rule on is those clerics who do not meet the required minimums in strength, intelligence, dexterity (for non-humans), constitution or charisma — the minimum wisdom score must be kept at 9. If the cleric has a low strength, dexterity or constitution (less than 6), he or she will be at a great disadvantage in melee: the character will be -1 (or worse) "to hit" or to damage, +1 (or more) on defensive adjustment, and/or -1 (or worse) on hit point adjustment. The way to limit such a cleric is to say that if either strength or dexterity is less than 6, he or she cannot wield all the weapons permitted to the class. Such a cleric could use a club, hammer, horseman's mace, and staff only. The flail is either too difficult to maneuver or too heavy; the footman's mace is too heavy. If strength is less than 6, the hammer can be wielded but not thrown. If both strength and dexterity are less than 6, the character will fight as a first-level cleric forever — no matter how many levels he or she might gain in the future.

Non-player character clerics with constitutions of 6 or lower will tire easily in melee, so that after some number of rounds they will be -1 "to hit" regardless of strength and/or dexterity. That number of rounds would be determined by rolling d6 and adding it to a base number: 4 rounds for a constitution of 6; 3 rounds for a constitution of 5; 1 round for a constitution of 4; and 0 rounds (use the d6 roll only) for a constitution of 3. Such non-player clerics might be encountered by a party but they will usually be part of a local clerical establishment (abbey, monastery, temple, etc.), or perhaps part of a pilgrimage. They would not appear as simple "random monsters," nor would they ever be found as humanoid shamans. Such non-combatant clerics, who have full spell ability and other clerical powers, would likely never rise above the level of Patriarch (8th).

Cloistered clerics

We cannot call these characters "monks" in the AD&D game, though that term would be most applicable if we are using Europe as a model for this type of cleric. The cloistered cleric (let's call him or her a friar) will be apart from the outside world in a monastery, abbey, or other such structure. Some select friars will be allowed to greet and talk to those who might visit the monastery. The other friars might not be allowed contact with the outside world and might be under vows of silence as well. (They may only speak during church 'services, in emergencies, and to convey necessary information.)

The majority (85%) of cloistered clerics will have large libraries of from 100 to 10,000 books, manuscripts, and scrolls. Cloistered clerics of at least 9th level with wisdom and intelligence scores of at least 13 and 15, respectively, and who have a library of at least 5,000 items, will have the abilities of a minor sage. They will have sage ability in one Major Field and one Minor Field only, and no other supporting knowledge whatsoever. Their percentage chances to know the answer to a question are as follows:

	General	Specific	Exacting
In minor field	36%-47% (35+d12)	21%-28% (20+d8)	9%-14% (8+d6)
In major field	51%-70% (50+d20)	35%-46% (34+d12)	16%-25% (15+d10)

Such a cloistered cleric/sage will expect and demand a liberal contribution to the abbey (church, etc.) of not less than 1,000 g.p. for general information, 2,000 g.p. for specific information, and 3,500 g.p. for exacting information. There is no fee if the cloistered cleric/sage does not know the answer to a question.

Cloistered clerics will have the following statistics: Strength, 3-18 (roll 3d6); Intelligence, 6-18 (roll 4d4+2); Wisdom, 9-18 (d10+8); Dexterity, 3-18 (3d6); Constitution, 3-18 (3d6); Charisma, 3-18 (3d6).

Cloistered clerics fight as magic-users, and are allowed the use of the footman's mace, the hammer, the club, and the quarter staff only. They gain only one new weapon, that at 9th level. They do not wear armor or use a shield but are allowed *rings of protection, cloaks of protection,* and *bracers of defense.* Their chance of owning such a protection device is 15% per level, as is their chance of owning a magic weapon. They are allowed to use any written item allowed to a cleric or a magic-user, except for those items which would grant them levels of experience. They may employ potions allowed to clerics or magic-users (or to all classes) as well as any magic ring. They may use no rods, staves, or wand except a *rod of cancellation,* a *rod of resurrection,* a *staff of curing,* and wands of *enemy detection, fear, illumination,* and *negation.*

Cloistered clerics use four-sided dice for accumulated hit points. They make their saving throws as clerics, but at -2 in all cases.

They are usually (50%) lawful but might be neutral (35%) or chaotic (15%). They can be either good (40%), neutral (35%), or evil (15%) as well.

Cloistered clerics are almost always human, but on occasion a half-orc or half-elf might be found in their number. Cloistered

clerics have no effect upon undead.

Their possible eventual level is strongly tied to their wisdom and intelligence scores. Experience-point ranges are not given for them, since they are always non-player characters.

Cloistered clerics table

Experience level	Min. Int.	Min. Wis.	cl-sided dice for accumulated hit points	Level title
1	6	9	1	Novice
2	8	9	2	Ostiary
3	6	9	3	Brother
4	8	11	4	Father
5	8	11	5	Padre
6	10	13	6	Chaplain
7	11	14	7	Subdean
8	12	15	8	Dean
9	12	15	8+1	Prior or Abbot
10	13	16	8+2	Father Superior
11	14	17	8+3	Archimandrite

Spells usable by class and level — cloistered clerics

Cleric level	Spell level 1	2	3	4	5	6
1	—	—	—	—	—	—
2	1	—	—	—	—	—
3	2	1	—	—	—	—
4	3	2	1	—	—	—
5	4	3	2	—	—	—
6	4	3	3	1	—	—
7	4	4	3	2	—	—
8	4	4	4	3	1	—
9	4	4	4	4	2	—
10	4	4	4	4	3	—
11	4	4	4	4	4	1

Note: Cloistered clerics do not gain bonus spells for high wisdom.

Spell list for cloistered clerics

Note: Spells printed in italic type are from the AD&D Players Handbook. Those marked "1" were described in the *Leomund's Tiny Hut* column in DRAGON #56. Those marked "2" are new spells devised for cloistered clerics and are described in the following text.

Those marked "3" are reversible spells, but the reverse of the given spell is not allowed to lawful good cloistered clerics; likewise, it is 70% unlikely that a neutral good character will have the reverse spell, and 40% unlikely that a chaotic good cleric will have the reverse. Those spells containing the word "evil" can be reversed to either form by lawful neutral or chaotic neutral clerics.

1st level
Bless[3]
Ceremony (Burial)[1]
Ceremony (Coming of Age)[1]
Create Water
Combine[1]
Cure Light Wounds[3]
Detect Evil
Detect Magic
Hand Fire[2]
Magical Vestment[1]
Protection from Evil
Purify Food & Drink
Remove Fear[3]
Sanctuary
Scribe[2]

2nd level
Augury
Ceremony (Dedication)[1]
Ceremony (Investiture)[1]
Ceremony (Consecrate Item)[2]
Ceremony (Bless Newborn)[2]
Chant
Death Prayer[1]
Detect Charm
Detect Life[2]
Holy Symbol[1]
Know Alignment
Light
Slow Poison
Speak with Animals
Translate[2]

3rd level
Ceremony (Special Vows)[1]
Create Food & Water
Cure Blindness[3]
Cure Disease[3]
Detect Curse[2] [3]
Dispel Magic
Enthrall[1]
Glyph of Warding (paralysis)
Hold Person
Locate Object
Prayer
Remove Curse
Remove Paralysis
Speak with Dead
Dismiss Undead[2] [3]

4th level
Ceremony (Consecrate[1] or Desecrate[2] Ground)
Continual Light
Detect Lie[3]
Exorcise
Neutralize Poison[3]
Protection from Evil 10' radius
Speak with Plants
Scroll[2]
Tongues
Ward, minor[2]

5th level
Atonement
Commune
Cure Critical *Wounds*
Dispel Evil
Quest
Raise Dead[3]
True Seeing
Ward, major[2]

6th level
Communicate[2]
Heal[3]
Stone Tell
Word of Recall

New spell explanations

Hand Fire (Alteration)

Level: *1*
Range: *0*
Duration: *Special*
Area of Effect: *Cleric's hand*
Components: *V, S*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: This spell allows the cleric, by turning his cupped hand upward and saying a command word, to produce a cold flame that casts the equivalent of torch light. The *hand fire* will remain lighted until the cleric casts any other spell or until he or she uses his or her hand to perform some other function. The fire is non-harmful and will not ignite any combustible materials, even oil. It cannot be blown out, but magical darkness will dispel it instantly.

Scribe (Alteration)

Level: *1*
Range: *Touch*
Duration: *Permanent*
Area of Effect: *Variable*
Components: *V, S, M*
Casting time: *1 round*
Saving throw: *None*

Explanation/Description: Via this spell, the cleric's handwriting, if it happens to be poor, is greatly enhanced. Furthermore, he or she can write twice as rapidly as normal and still produce high-quality copying of a text or map. The *scribe* spell can be used when writing down the text of magical scrolls. It further decreases the chance of error by 25% in the copying of any and all text. The *scribe* spell will stay in effect as long as the cleric continues to copy or compose a text, with a limit of eight hours of such writing in any case. Any interruption of the copying will ruin the spell from that point forward. The material components are ink, quill and parchment (book or scroll) and perhaps that which is being copied. Note: Magical scrolls cannot be copied or composed by any cleric below 7th level.

Ceremony (Bless Newborn) (Abjuration)

Level: *2*
Range: *Touch*
Duration: *Six months*
Area of effect: *One infant*
Components: *V,* S, M
Casting time: *1 turn*
Saving Throw: *None*

Explanation/Description: This spell is used to protect a newborn (within 14 days) infant from possession and other ill effects that might befall him or her. Such a protected infant gains a saving throw bonus of +2 from any type of possession. Further, he or she is under the effect of a half-strength *resist fire* and *resist cold* spell for the full six-month spell duration. The ceremony of blessing the newborn has no effect upon infants older than two weeks of age. (Note: usual cost is 2-5 g.p.)

Translate (Alteration)

Level: *2* Components: *V, S, M*
Range: *Self* Casting Time: *1 round*
Duration: *3 turns/level* Saving Throw: *None*
Area of Effect: *One text or scroll*

Explanation/Description: This spell allows the cleric to read texts (scrolls, maps) written in a foreign or alignment language (including thieves' cant). It does not allow the reading of magic or the deciphering of some coded message. The spell can be used in conjunction with a *scribe* spell (see foregoing) if the translation is to be written down. Any scroll containing a spell or recipe for a potion or powder cannot be *translated.*

Detect Curse (Divination)

Level: 3 Components: *V, S*
Range: *Touch* Casting time: *6 rounds*
Duration: *Permanent* Saving throw: *Neg.*
Area of Effect: *One item*

Explanation/Description: Via this spell the cleric can tell whether an item is cursed, if the item fails a saving throw allowed to it. The suspect item must be touched by the cleric and, in some cases, this might release the curse effect. Cursed scrolls must be opened, but not read, for the spell to have an effect. Artifacts will not answer to this spell in any case. The basic saving throw allowed to an item is 13, though very powerful cursed items will have a saving throw as low as 5 (the DM must decide the appropriate saving throw on an item-by-item basis). This spell cannot detect charms; it can detect curses on persons, though the person is allowed a normal saving throw versus magic. Casting of this spell will affect the cleric so strongly that he or she cannot cast any other spells whatsoever for four hours after this casting, though spells already prayed for are not lost from memory.

Dismiss Undead (Abjuration)

Level: *3* Components: *V, S, M*
Range: *6"* Casting Time: *2 segments*
Duration: *3-12 rounds* Saving Throw: *Special*
Area of Effect: *6" long cone, 2" diam. at base*

Explanation/Description: By the casting of this spell, a cloistered cleric can temporarily gain the ability to possibly turn undead or command it/them into service. For purposes of determining success or failure of the turning/commanding attempt while the spell is in effect, the level of the cloistered cleric will be that of an adventurer-cleric minus four levels. Thus, a 7th level cloistered cleric would turn undead as a 3rd level adventurer-cleric. Undead can be commanded to service by evil cloistered clerics. Neutral cloistered clerics can only turn (not command) the undead.

Ceremony (Desecrate Ground) (Abjuration)

Level: *4* Components: *V, S, M*
Range: *3"* Casting time: *1 hour*
Duration: *Permanent* Saving Throw: *None*
Area of Effect: *One building, graveyard, etc.*

Explanation/Description: This spell is the reverse of *ceremony (consecrate ground),* which was described in DRAGON issue #58. It may be used by a cleric of any alignment versus a building or area of ground representing an opposing alignment. For a building (generally a church or other cleric-oriented edifice) to be desecrated, the altar inside must be covered with holy or unholy water, manure, etc., while the casting of the *ceremony (desecrate ground)* is in progress. A *desecrated* building is 1% likely per year to collapse; this chance is *not* cumulative. Roll at the end of each year of *desecration* to see if the structure collapses. A *desecrated* building can be *consecrated* at a later time by application of the unreversed form of this spell.

If an area of ground (such as a graveyard) is the object of the spell, it is necessary to know if the ground was *consecrated* in the first place. *Desecrate ground* will only remove the *consecration* if one was in effect. A second, subsequent *desecration* has no effect. The area can be *reconsecrated.* A graveyard that has never been *consecrated* is more likely to have its graves yield lesser undead. If the spell *animate dead* is cast in such a graveyard, one extra skeleton or zombie will rise from the graveyard. Further, any attempt to turn undead in an unconsecrated graveyard (if and only if the undead come from these graves) will be as if the cleric were two levels lower than he or she actually is.

Scroll (Alteration)

Level: *4* Components: *V, S, M*
Range: *Touch* Casting Time: *1 hour*
Duration: *Permanent* Saving Throw: *Special*
Area of Effect: *One scroll*

Explanation/Description: Via this spell, the cleric can compose a magical scroll of a spell he or she knows with a 40% smaller chance of error (see DMG, page 118). The *scroll* spell cannot be used in combination with a *scribe* spell (q.v.). Alternatively, the *scroll* spell can make the cleric write the scroll faster (double normal speed), but then the reduction in the chance for an error is canceled.

Ward, minor (Abjuration)

Level: *4* Components: *V, S, M*
Range: *Touch* Casting time: *3 rounds*
Duration: *Until broken* Saving Throw: *Special*
Area of Effect: *Hemisphere of 15' radius*

Explanation/Description: Via this spell, the cleric brings into being a special barrier of force. It cannot be physically broken through by a physical attack of any sort, including the use of powerful weapons like a *vorpal blade.* The *minor ward,* however, can be brought down by several spells: *disintegrate, limited wish, phase door, shadow door, plane shift,* or *wish* spell, or any one of the following spells that does at least 20 points of damage: *fireball, lightning bolt, cone of cold, flame strike, Otiluke's Freezing Sphere* (second or third application), or *meteor swarm.* Anything within the hemispherical area of effect is not damaged when the *minor ward* is brought down (but might be put in jeopardy). The *minor ward* cannot be entered or exited by traveling astrally, or via *dimension door, passwall,* or *teleport.* Characters and creatures in the hemisphere cannot cast spells out, though spells can be cast so as to affect those inside the *minor ward,* such as cures, *neutralize poison, commune,* etc.

The *minor ward* will remain in effect as long as the cleric is conscious; in the round after he or she falls asleep or is knocked unconscious (or worse), the *ward* will collapse. The caster can will it to come down at any time, but this act takes 1 full round. To effect the spell, the cleric must space seven small pearls (at least 100 g.p. value each) evenly on the ground in a 30-foot-diameter circle. Smaller circles can be made, if desired, but never larger ones. The pearls are consumed in the casting.

Ward, major (Abjuration)

Level: *5* Components: *V, S, M*
Range: *Touch* Casting Time: *3 rounds*
Duration: *Until broken* Saving Throw: *Special*
Area of effect: *Hemisphere of 10' radius*

Explanation/Description: This is a stronger variation of the *minor ward.* It can only be brought down by certain of the spells that affect a *minor ward:* a damage-producing spell *(fireball, lightning bolt, cone of cold, flame strike, Otiluke's Freezing Sphere, meteor swarm)* that does at least 50 points of damage, or a *disintegrate, limited wish,* or *wish* spell. As with the *minor ward, dispel magic* has no effect whatsoever on it. The *major ward* will remain up until the cleric casting it becomes unconscious. The material component for the spell are seven gems (they can be of different types) valued at no less than 250 g.p. each. They are consumed in the casting.

It should be noted that the *minor ward* and *major ward* afford no protection from underneath, so tunneling into one is possible if the proper equipment or magic is available. The person(s) inside a *ward* cannot *teleport, dimension door,* travel astrally, use a word of recall, etc., unless the ward is brought down first.

Communicate (Divination)

Level: *6* Components: *V, S, M*
Range: *Unlimited* Casting Time: *3 rounds*
Duration: *1 turn + 1 rd/level* Saving Throw: *None*
Area of Effect: *Caster and one other person*

Explanation/Description: Via this spell, a cleric can communicate with another person anywhere on the Prime Material Plane. He or she casts the spell using a mirror as a material component. The person to be contacted must be known to the cleric, and the subject cannot be within any type of force field like a *cube of force, minor ward, major ward, major* or *minor globe of invulnerability,* etc., nor may the contacted person be under the protection of a *mind blank* spell or a psionic defense like *tower of iron will.* The subject, if asleep, will awaken if that person makes a saving throw versus magic (a new saving throw is allowed every other melee round). Once contact is established the cleric can *see, if the subject is willing,* whatever that person can see, and vice versa. Hearing is also allowed, so someone speaking to the cleric or person can be overheard — but the words must, of course, be repeated for others to have knowledge of them.

The *communication* link is so strong that the cleric can cast a curing spell of any type through the link to the person being contacted. Once the cure is so cast, the link breaks immediately. The cleric who casts the cure spell can do no further spell casting for one full day plus one additional day for each level of the cure cast through the *communication.* The receiver, who may be of any character class, has no way to contact the cleric, although prearranged contacts are certainly possible.

Contact established by means of this spell while the subject is occupied (casting a spell or involved in melee, for instance) will require that the receiver stop pursuing the current activity in order to accept the *communication.* The cleric can only communicate with, or look in on, someone who is willing and doing nothing else at the time. If this is not the case, the cleric will realize the *communication* has been rejected, for a reason which may not be known to him or her, and the contact will break. The cleric will see or hear nothing through the subject's senses if that person rejects the *communication.*

The life of the cloistered cleric

The cloistered cleric is both literate (if his or her intelligence is 6 or above) and can write. The character spends most of his or her time studying or copying texts and scrolls. He or she may also have mundane duties to perform, and some groups of cloistered clerics do not exempt even a Dean from such duties.

The abbey or monastery where the cloistered cleric resides is almost always (90%) made of stone and is usually (60%) surrounded by a wall of stone as well. Farm lands tended by the cloistered clerics surround the abbey or monastery. Most abbeys and monasteries exist outside of towns, and many are well away from main roads. Only cloistered clerics involved in teaching will have residence in a town or city. These teachers will run schools and colleges, and such an individual's library will have a minimum of 2,500 scrolls and/or books.

The abbey or monastery never has fighting clerics or monks in it, nor are fighting clerics or monks ever employed on a permanent basis by cloistered clerics. For their own protection, in hostile territories, abbeys or monasteries may have in their employ men-at-arms (if evil, humanoids of one hit die or less) headed by a fighter (but not a ranger or a paladin) of 1st to 7th level. (A fighter of 3rd or higher level may have from 1-6 sergeants or even 1 lieutenant to aid him or her.) Cloistered clerics do not hire a thief or assassin, unless to recover some item stolen from them. A magic-user or sage occasionally may be in temporary residence in an abbey or monastery, doing research (15% and 3% likely, respectively).

Learning and recovery of spells

Cloistered clerics have one important difference in the way they gain and use their spells. They must rest for the appropriate time, as any other spell caster. They then must pray for a period of not less than one hour per level of the highest level spell that they will memorize; i.e., an Archimandrite would have to pray to his or her deity for six hours to replace his or her 6th level spell, but could also replace any first to fifth level spells as well after this period. Once the cloistered cleric has prayed, he then reads the desired spell from a spell text, just as a magic-user does, taking 15 minutes per spell level per spell. He or she does not have to roll a percent chance to "know" a spell in any case, but he or she must have the minimum intelligence and wisdom as outlined earlier! All cloistered clerical spells are written in large tomes as large as magic-user spell books. They are written in a language which, while it can be learned by another cleric, will never give spell power to any other type of spell caster including a druid.

An adventuring cleric who knows the language of cloistered clerics can read from their texts to learn a spell. This process will take the adventuring cleric 30 minutes per spell level per spell and in no way counts as a spell known to that adventuring-class cleric. Further, if a given spell is not available until a higher level to a cloistered cleric, it must be memorized by an adventuring class cleric at that (higher) level. The adventuring-class cleric must also pray to his deity, just as the cloistered cleric must, before the book or text will release its power from the written word. A cleric who does not pray prior to reading will gain nothing from the text. Example: A 5th level adventuring cleric (a Prefect) wants to read *hold person* from a cloistered cleric's book of spells. For the cloistered cleric this is a third level spell, so the adventuring cleric must pray for three hours and then read the spell text, memorizing it as a third level spell, in the next one and half hours. (The cloistered cleric would only take 45 minutes to read the same spell.) If the adventuring cleric has not learned the prayer for *hold person* before, the character may not now pray to his or her deity for it, even though he or she has just memorized it. Cloistered clerics usually only have one or two spell books in their abbey or monastery, and thus they will not willingly part with a book, even a duplicate.

Cloistered clerics are very poor, using any wealth they may gain only to pay for food, clothing and items used in the abbey, monastery, or school. Even their altar wear is usually plain, as are the altar pieces and church/temple decorations. What monies they do collect from donations and spell casting — they *always charge* for spell casting — may be divided up and sent to other temples, churches, abbeys, etc.

Brothers

Brothers are clerics who are not ordained. They have func-

tions around and about the church/temple, but often have a second occupation totally unrelated to the church (shopkeeper, blacksmith, housewife, etc.). A brother or sister (not the same as a nun) might also be a teacher, scholar, money-handler, assistant in the service, and so forth. His or her secondary profession might allow the character to be trained with a weapon; in fact, the brother or sister might be an adventuring-class character of some type.

Fully 60% of all brothers and sisters have no education in fighting. They would be unarmored and 50% likely to be unarmed as well. Those who do bear arms might carry a dagger (unless their organization forbids it), a short sword (again, some organizations might not allow edged weapons carried by any clerical figure), club, mace, quarter staff or hammer. They would fight as zero-hit-dice figures but would obtain the saving throws of a first level cleric in all categories, because of their religious training.

The balance of brothers and sisters (40%) will have some weapon skills. Those weapon skills are apart from any secondary profession. These brothers and sisters can don armor in times of strife, wearing leather or studded leather most often and occasionally bearing a shield as well. They fight as first level clerics and obtain the same saving throws. They will have one eight-sided die for their hit points (the non-fighting brother and sister will use a six-sided die, as all zero-level figures do). The weapons allowed to them are as a cleric, but some might bear daggers, short swords, or broad swords as well. None of these brothers and sisters, in either category, ever obtain more hit points, nor do they ever become better at melee.

Brothers and sisters may also be deacons in the organization. One in four brothers will be a deacon, and a congregation with more than four deacons will have an archdeacon as well. Archdeacons and deacons are allowed two and one first level clerical spells, respectively, per day. (They cannot re-pray for their spell after four hours of rest like a first level cleric).

The list of spells available to archdeacons and deacons is limited to these only: *bless, cure minor wounds* (works as *cure light wounds* but does only 1d4 of healing), *detect evil* (might be reversible in some organizations), *endure cold, endure heat, purify food and drink,* remove *fear,* and *sanctuary.*

Endure heat and *endure cold* are generally only known in areas where extremes of heat and cold are in fact present. *Remove fear* cannot be reversed to *cause fear,* and *purify food and drink* cannot be reversed to *putrefy food and drink.* Some organizations might allow the reverse of *cure minor wounds* to *cause minor wounds* if the organization is evil or chaotic neutral, or if there is great need and the temple or church might fall if the spell is not made available to its deacons and archdeacons.

Brothers and sisters otherwise will be found in most churches and temples and occasionally in abbeys, monasteries, and schools. They will likely not reside on the organization's property. They will perform mundane duties in most cases (washing floors, cooking, cleaning the temple or church — though rarely the altar and other services) — but some, as mentioned earlier, will be scholars and teachers. A deacon is of equal rank to an Acolyte or Novice, but an archdeacon is superior to an Acolyte or Novice. Brothers and sisters do not go into battle unless the church or temple, or the town in which it is located, is threated with destruction. They surely do not adventure and do not go into dungeons. If a deacon or archdeacon administers a *cure minor wounds* spell, he or she can expect 40 g.p. from a stranger for the spell. He or she might cast this spell for free on the members of the church's congregation.

If the reader would like to study the fantasy cleric, both the adventuring and non-adventuring types, he or she might wish to read the *Camber of Culdi* trilogy by Katherine Kurtz (Del Rey Books) or the *Chronicles of the Deryni* (Del Rey Books) Note: The *Legends of Camber of Culdi* is a prequel to the *Chronicles of the Deryni.*

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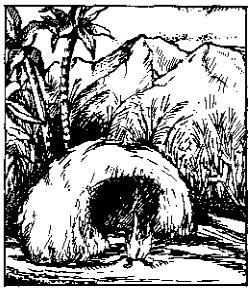

LEOMOND'S TINY HUT

Let them entertain you

by Lenard Lakofka

Entertainers are members of a complex character class with three major sub-classifications. The entertainer, to begin his or her life of giving performances, needs very low minimum ability scores. However, once he or she specializes in one of the available sub-classifications, then requirements become stiffer. Listed below is the minimum score needed in each ability for a Stagehand, each of the three sub-classifications (Juggler, Acrobat, Troubadour) that become available to the character once the Stagehand becomes a Performer, and the two high-level special categories (Showman and Entertainer).

	Str	Int	Wis	Dex	Con	Cha
Stagehand	*6*	*9*	*6*	*10*	10	9
Juggler	9	9	13	16	12	9
Acrobat	13	9	6	15	15	9
Troubadour	9	15	6	10	10	15
Showman	as per the sub-groups selected, (see text)					
Entertainer	13	15	13	16	15	15

Entertainers can be of any alignment; in cases of doubt, or where random determination is desired, use this table:

01-40 pure neutral	89-92 lawful good
41-52 neutral good	93-95 chaotic good
53-64 lawful neutral	96-98 lawful evil
65-76 chaotic neutral	99-00 chaotic evil
77-88 neutral evil	

Race, secondary profession, and the makeup of the party can influence the determination of alignment in some cases.

Weapons and armor

Stagehands are allowed leather armor. No sub-class is ever allowed scale, ring, plate, padded, studded leather, or splint. A Troubadour may wear chain mail and may carry a shield when adventuring. A Juggler may wear magical chain that leaves the arms bare. An Acrobat cannot wear chain of any type. All sub-classes may use *bracers of defense,* or any of the various magical jewelry (brooches, talismans, necklaces, rings, etc.) that offers protection. Troubadours may wear cloaks and robes if they wish, but garments such as these would inhibit Jugglers and Acrobats.

The first weapon of a member of the entertainer class is usually either a dagger or a club, with some few knowing the use of the quarter staff. One new weapon is gained at third level and another at seventh level. Double-class entertainers (see hereafter) may add a second new weapon at third and again at seventh level, and those who seek to advance all the way to becoming an Entertainer get a third new weapon at both third and seventh levels.

The weapons made available to the entertainer as he or she begins advancing in one of the major sub-divisions are as follows:

Juggler: Any hand-held throwing weapon (hand axe, dagger, hammer, spear, javelin, dart, etc.) will be taken at third level. At seventh level, he or she may choose another throwing weapon or select a short sword, long sword, broad sword or quarter staff.

Acrobat: A member of this sub-group may select any of the following: short sword, hand axe (hand-to-hand or thrown), dagger (hand-to-hand or thrown), dart, hammer, or horsemen's mace.

Troubadour: A member of this sub-group may use a scimitar, morning star, flail, hammer, mace, quarter staff, long bow, short bow, or any type of sword except a bastard sword or two-handed sword.

Magic items usable

The entertainer may use any magical weapon that his or her sub-class may know, as well as the magical armor and jewelry described above, including all types of magic rings except those usable only by magic-users. An entertainer can use any potion allowed to all classes. He or she can use scrolls of

THE ENTERTAINER CHARACTER CLASS GROUP

Experience points	Level	Dice for accumulated hit points (see text)	Level titles for: Jugglers	Acrobats	Troubadours[1]
0— 850	1	1d4	Stagehand	------	-----
851 — 2,250	2	+1d4	Performer	------	------
2,251— 4,600	3	+1d6 or +1	Catcher	Balancer	Storyteller/Joker
4,601— 10,000	4	+1d6 or +1	Blade	Athlete	Rhymer/Player
10,001— 17,500	5	+1d6 or +1	Manipulator	Gymnast	Singer/Musician
17,501— 37,500	6	+1d8 or +1	Deluder	Trapezist	Poet/Clown
37,501— 75,000	7	+1d8 or +1	Deceiver	Aerialist	Actor/Mime
75,001—200,000	8	+1d8 or +1	Trickster	Tumbler	Star/Jester/Fool
200,001—400,000	9	+1d8	Juggler	Acrobat	Troubadour
400,001—600,000	10	+1d10	----- "double title" of Showman/Showwoman (for any sub-group) -----		
600,001 +	11	+1d10	----- Entertainer (for any sub-group) -----		

[1] -A troubadour sometimes prefers to be more serious in his profession and thus will elect to be more of an actor than a comic. A choice of titles is thus provided for troubadours of a given level.

protection, but not scrolls of spells. An entertainer can freely use magical clothing that is not specified for use by only one class (i.e., boots, gauntlets, girdles and helms). Cloaks and robes will prevent juggling and acrobatic functions and must be removed first before the performance of the function will be allowed.

Entertainers can use magical books, tomes, and manuals that affect ability scores, but not those that affect levels of experience or allow the construction of golems. They cannot use scrying devices of any kind. In general, they can only use items that can easily be transported by themselves alone (in a backpack, hand-carried, in a pouch, etc.). Large items will be forsaken and will usually not operate for them in any case.

Combat abilities

Entertainers fight as thieves and obtain the saving throws and magic resistances of a magic-user in general melee. However, each sub-class has some advantages in particular situations:

In regular hand-to-hand melee, an Acrobat gains a +2 bonus to armor class for each point of dexterity above 14.

In weaponless combat, an Acrobat gains a bonus of +2% per level above 2nd, on both the "Base Score to Hit" table and the particular Result table being used.

When firing a bow, a Troubadour uses the fighter table instead of the thief table for "to hit" determination.

If a Juggler is the target of a thrown weapon and sees it coming, he or she has a 15% chance per level above 2nd to catch the weapon. An Acrobat in the same situation gets a +2 bonus to AC for each point of dexterity above 14.

If a Juggler is the target of a fired arrow or crossbow bolt and sees it coming, he or she has a 5% chance per level above 2nd to deflect the arrow or bolt. An Acrobat in the same situation gets a +2 bonus to AC for each point of dexterity above 14.

If a Juggler throws a hand-held weapon with which he or she is trained, he or she receives a +1 bonus "to hit" for each level above 2nd.

If a Juggler is subjected to any illusion, including invisibility, at a range of 10 feet or closer, he or she has a 7% chance per level above 2nd to disbelieve and discover the illusion, in addition to the character's usual saving throw.

If a Juggler is attacked by telekinesis or levitation, he or she gains a magic resistance of 5% per level above 2nd. For an Acrobat in the same situation, the magic resistance is 15% per level above 2nd.

If a Juggler puts on or is forced to put on a pair of cursed gauntlets, the character has a 15% chance per level above 2nd of being able to remove the gauntlets — but only one such attempt can be made per day. An Acrobat in the same situation has a 5% chance per level above 2nd to remove the gauntlets.

If an Acrobat puts on or is forced to put on a pair of cursed boots, the character has a 15% chance per level above 2nd of being able to remove the boots — but again, only one such attempt can be made per day.

A Troubadour who is the target of a charm, command, or other control-type magic gains a bonus to his or her saving throw of +1 per level above 2nd.

A Troubadour who is the intended target of any sort of scrying, or a spell such as *ESP,* gains a magic resistance of 8% per level above 2nd against such attempts.

A Troubadour gains +3 on all allowed saving throws whenever the character is the target of an attack involving psionics.

If a Troubadour puts on or is forced to put on cursed jewelry, he or she has a 4% chance per level above 2nd of being able to remove the jewelry (as above, one attempt per day).

A Troubadour has a 3% chance per level above 2nd of being able to detect lie whenever a falsehood is told to the character, but only one such attempt can be made for each falsehood.

If a Troubadour is given any "fake" item (paste jewelry, fool's gold, an item with an illusion cast on it, a magic item drained of all its charges, etc.), the character has a 7% chance per level above 2nd to know that the item is not what it might appear to be — but only one such attempt can be made for each item.

Races of entertainers and allowed multi-classes

Humans, elven, and half-elven entertainers may progress to the rank of Entertainer (i.e., 9th level Juggler/9th level Acrobat/9th level Troubadour). Dwarves may be Jugglers and/or Acrobats but not Troubadours; they can advance to the rank of Showman (9th level Juggler/9th level Acrobat). Gnomes can advance to 7th level in any single entertainer profession (Juggler, Acrobat, or Troubadour). Halflings make good Jugglers (they may rise up to 9th level) and fair Troubadours (5th level maximum). Half-orcs cannot be entertainers at all due to their low charisma and dexterity.

An entertainer who plans to become a double-classed entertainer or a triple-classed entertainer (perhaps with the goal of becoming an Entertainer and thus an 11th level character — see hereafter) cannot be multi-classed in any other profession. He or she may give up entertaining and take up another class (as is allowed to any human) as permitted by alignment. An entertainer cannot become a bard or vice versa.

Demi-human entertainers may be multi-classed as follows: Halflings may be Juggler/thieves or Juggler/fighters. In a band of halflings, there may be a non-player character Troubadour/fighter or Troubadour/druid. Elves and half-elves may be Juggler/thieves, Juggler/assassins, Acrobat/thieves, Acrobat/assassins, Juggler/magic-users, or Troubadour/druids. Gnomes may become Juggler/illusionists or Acrobat/assassins. Some few Troubadour/fighters might be found as non-player characters in a gnome band. Dwarves can be Juggler/thieves or Acrobat/assassins. No other multi-class combination is open to a dwarven entertainer.

Hirelings and henchmen

Entertainers can be hired by, or become the henchmen of, members of any class except bards, clerics and monks. Troubadours, especially, are common henchmen of fighters, rangers and paladins. Acrobats and Jugglers are common henchmen of magic-users, illusionists, thieves and assassins. As a henchman the entertainer might become an advisor as well.

Entertainers cannot employ henchmen until they are 7th level themselves. The characters who might come to them are entertainers of the same sub-class, illusionists, thieves, assassins, fighters, and perhaps druids. Any of the above classes might be hirelings of an entertainer as well. A paladin, ranger, cleric, monk, or bard will not become a henchman or hireling of an entertainer. A lawful magic-user will not join an entertainer, but a chaotic one might.

Benefits of upper level entertainers

Upon reaching seventh level, an entertainer may buy or build a small theater or large tent. He or she may hire other entertainers to perform therein. Entertainers of seventh level or higher may charge an admission of 1 s.p. per level for a performance, and levels are cumulative so that a Juggler/Troubadour (9th level in two professions — also called a Showman) could charge 18 s.p. per head for his or her performance. Additional acts on the bill can add to the price of the ticket, of course.

Once a theater is established, the entertainer will find his advertising costs (see hereafter) cut by one-third, and his accumulated props and sets will allow his "success money" (see hereafter) to be reduced by one-fourth.

Giving performances

All entertainers desire to perform before an audience. Those having bare minimum ability scores can never achieve third level or higher in any sub-division. They might, however, still be associated with the theater, acting or doing some type of performing, but they will never achieve any great success. Stagehands and Performers are just beginning to learn their art and haven't decided on a specialty yet. They gain none of the bonuses that apply to third level or higher in the sub-divisions.

A Stagehand or a Performer might know how to carry a tune as a singer, play an instrument (just barely), dance a little (only one or two types of steps), or perform the basics of juggling

three balls (dropping one every now and then). He or she will know one weapon and will have no basic bonus skills, except for the minor abilities of *hide in shadows* and move silently as a first-level thief.

If a Performer has the minimum requirements for a profession in one or more of the sub-divisions (Juggler, Acrobat, Troubadour), then he or she may begin to learn that trade from another who already knows it and is at least fourth level. This training for specialization will require 2-5 months, and the character in training can do no adventuring during that period.

Members of the entertainer class can never gain a new level of experience without giving a performance for an audience of two dozen or more spectators. Failure to give this performance will negate the opportunity to go on to a new level, regardless of experience points gained in adventuring and regardless of the number of small tricks, jokes, acts, or dances the character might perform in lieu of the "level performance."

When an entertainer gives a "level performance," he or she must obtain the support (via applause, laughs, thrown coins, etc.) of the majority of the audience. An entertainer who does not receive praise, accolades, money, etc., from at least half the members of his or her audience has failed and will lose enough experience points to place him or her at the midpoint of the next lower level.

When giving or preparing to give a "level performance," the entertainer must abide by certain restrictions and procedures:

1. The entertainer must have at least 70% of the experience points needed to advance to the next level; for instance, an Actor (7th level) who wishes to become a Star (8th level) must have 70% of 75,001 experience points, or at least 52,501, before he gives this "level performance." He or she can wait until the entire 75,001 points is accumulated if he or she desires, but until the performance is done successfully he or she will remain 7th level even if more experience is gained. If the performance is completed successfully before the entertainer has enough experience points to qualify for the next higher level, then the entertainer will be able to advance to the next level as soon as the required number of experience points are accumulated. Note: An entertainer could give regular performances using old material, sets, etc. at any time, but no experience is gained for such efforts (although they might bring in some revenue); only "new" performances count toward the awarding of experience.

2. The performer's audience of intelligent beings must number 24 or more.

3. The performer sums the levels (hit dice) of the audience and divides this number by his or her current level in the profession for which he is giving the level performance. The result is always rounded up in favor of the audience. (Zero-level figures and 1-1 hit die intelligent monsters count as one hit die/first level.) For example: Eleven zero-level humans, ten first-level humans, six second-level humans, three third-level humans, and a fifth-level gnome fighter/thief show up for the performance. They add up to (11x1)+(10x1)+(6x2)+(3x3)+(1x(5+5)) = 52 levels. His current level is 7 (Actor); 52 divided by 7 = 7.42, which is rounded up to 8. This means the performer must roll 8 or higher on a d20 for this audience to like the performance. If 7 or less is rolled, the Actor goes back to being a Poet (one level lower) at half of the required experience points to hold the level — in this case, 27,501. The performer can try to qualify as an Actor again since he or she has more than 70% of 37,501 points, or 26,251. Of course, he or she must also rise to 37,501 points, as well as succeed in a new level performance, to again be the level of an Actor.

4. A performer obtains 25 experience points per level of the audience if successful. In the example given, this comes to (25x52) = 1,300. But being successful does not mean that he or she becomes 8th level at that moment in time. The performer would add the 1,300 to his or her current experience point total, and if that brings it to 75,001 or more, then the new level is gained. In any event, the Level Performance is now out of the

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way, so that when the required amount of experience is gained, the figure can become 8th level.

The performance is always given at the level the character is currently at in the appropriate profession. An entertainer who has already earned the rank of Juggler (9th level) might wish to learn acting (being a Troubadour) as well. He or she must train for 1-4 months and then he or she will become a 3rd level Troubadour (Storyteller)/9th level Juggler (Juggler). To become 4th level as a Troubador, he or she will have to give a level performance using 3 as the denominator in the given equation. He or she cannot use juggling ability during such a performance or it will automatically fail.

A Storyteller who fails to become a Rhymer (4th level) is allowed one more try. If he or she fails that try, then advancement as a Troubadour is forever closed. This is also true of a Rhymer who tries to become a Singer (5th level), fails, and drops back to 3rd level. Now he or she tries for 4th level again and fails. If he or she fails one more time, Actor is closed to him or her. The only exception to these rules is for a 3rd level figure who fails in his performance for fourth level; he does not fall to 2nd level, but instead goes back to 2,251 experience points in that profession and must work back up to 3,221 (70% of 4,601) before the performance for fourth level can be tried again.

The Great Performance

When an entertainer is ready to become 9th level for the first time in any of the three sub-classes, he or she must give a Great Performance. This Great Performance must have a minimum audience of 36. His denominator in the calculation will, of course, be 8.

When an entertainer who has already become 9th level in one sub-class is ready to give a performance for ninth level in a second sub-class, another Great Performance is required. If this is successful, the character becomes 10th level for the purposes of "to hit" determination in melee, for saving throws, and for the special abilities allowed to each sub-class of entertainer.

The Command Performance

When an entertainer who has gained 9th level in two sub-classes (a 10th level Showman) is ready for his or her last performance for ninth level, it is called a Command Performance. In this case, the audience must number 48 or more people, and at least one of them must be 9th level. The calculation is as before: The performer sums the levels of the 48 or more people attending and divides by 8. If he or she makes this roll on d20, he or she is an Entertainer (11th level) in all three sub-classes and thereafter can draw on all of his or her abilities at any time he or she desires. All "to hit" figures and saving throws, plus special abilities, are calculated as for an 11th level character. If he or she fails in this Command Performance, there is no second chance: the performer drops back to 7th level in that last sub-class and can never again try to become an Entertainer, though he or she is still a 9/9/7 level character, is called a Showman (or Showwoman) and earns "to hit" abilities, etc., as for a 10th level character.

The entertainer, assuming that he or she never fails in a performance in the quest to become an 11th level Entertainer, would have to make performances for advancement from level 3-4, 4-5, 5-6, 6-7, and 7-8 in three sub-classes, for a total of 15 level performances. These would usually be called and advertised as, for instance, the "Fifth Level Performance for the Great Juggler Harvey," meaning he is trying to go from 4th to 5th level as a Juggler. The entertainer must make two Great Performances when he tries for 9th level for the first and second times. Then he must give one Command Performance to become 9th level in all three professions and be counted as an 11th level Entertainer. (He would charge, usually, 9 + 9 + 9 = 27 s.p. maximum for later performances, but many Entertainers charge 2 g.p. per head for a performance if they have their own

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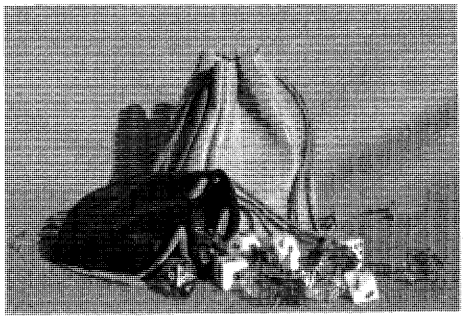

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theater.) Naturally, if the entertainer botches a level performance he will have to give two performances to make it up. (Exception, as noted before: If he tries to go from 3rd to 4th and fails then he does not have to perform again to regain 3rd level.)

Obtaining an audience

The entertainer cannot cheat in his attempt to stack the audience in his or her favor. He or she must advertise in pubs, inns, via town criers, with handbills, etc., that he or she will give a level performance, Great Performance, or Command Performance. Advertising must begin at least three days before the event. The event must be in a town, at a reasonable time, and in a safe place. The advertising cost is 60 g.p. per day. This outlay of (at least) 180 g.p. can be cut by one third (from 180 to 120 g.p., in this example) if the entertainer already has his own theater. He or she must provide enough room for double the number of people required to see the performance. Excess people up to the capacity of the room/hall/arena cannot be turned away. People who come with money in hand must be let in, whether they are peasant or king. The theater management (perhaps the entertainer himself) does have the right to forbid drunks and to stop hecklers and rowdy behavior in the audience.

The DM will roll 6d8 for a level performance, 9d8 for a Great Performance and 8d12 for a Command Performance to determine the number of people who show up. If the size of the audience falls short of the required 24, 36, or 48, then a show must still go on that night (no disappointing those who do show up), and the performer must advertise for three more days and again attempt to stage the required level, Great, or Command Performance. However, in such a case, half of the number of people who showed up the first time will come back for the second show, in addition to the new audience. Example: A character is to give a level performance. He provides room for 48 spectators, as required (even though only 24 have to attend for the level performance to qualify), and the DM rolls 6d8 but the result is only 20. So far the advertising has cost the performer 180 g.p. He gives the show, but cannot use it as his Level Performance since 24 spectators are not present. He spends 180 g.p. more to advertise for another three days. The DM rolls 6d8 and this time gets a result of 38. According to the stipulation given above, 10 people from the first audience will also show up, yielding a packed house of 48. The entertainer must go on, even though his chance of giving a successful Level Performance under those conditions is greatly diminished from what it would be if only the required minimum of 24 people were present.

Race and type of audience members

If an audience is made up of a sizable percentage of some race or type of creature, this will slightly skew the result. Given in the following list is the minimum number of a certain race or type necessary to cause an effect and the result for each member of the race. For instance, if at least five elves are at a performance, all of them will tend to laugh easily and applaud often. Count the elves as one level lower than they really are even if this means "zeroing out" first-level elves. Naturally, since even "zero level" elves are present, they do count toward the total required audience. Second-level elves would count as first level; an elf who is third level in two professions would count as one fifth-level character instead of sixth level as usual. Fewer than five elves will not have the group effect of his or her peers and will not be counted as one level lower.

Given below is each race or type of creature for which adjustments would be made, followed by a number in parentheses which is the minimum number of that type that must be present to affect the adjustment, and details of the adjustment that applies in such cases:

Elf (5) — Elves will be one level lower than they actually are; i.e., an easy audience to please.

Dwarf (4) — Dwarves don't laugh at much. Count each as one level higher. A tough audience.

Gnome (any) — Same as humans.

Halfling (3) — Halflings laugh at almost anything and are easily enraptured. "Zero out" any halfling regardless of level.

Humanoids of up to 3 HD (4) — Stupid and dour, they will miss the point of a story or miss a punch line. Virtually everything goes over their heads. Count as double their hit dice in levels.

Dragon (1) — Dragons love entertainment. They are more gullible than halflings. "Zero them out," and subtract 1 from the audience level total for each of the dragon's age levels.

Ogre and giant (1) — Usually not too bright, they count as 2 levels higher each.

Minotaur (1) — Each counts as a 12th-level figure — they have no sense of humor at all!

Treant (1) — Count each as two levels higher than actual. They would like to laugh, but it all happens too quickly for them — they get the joke three days later!

Undead (1) — You've got to be kidding! Triple the hit dice of any undead in the audience.

Note: Evil humanoids, ogres, giants, minotaurs, undead, dragons, etc., if they dominate or control the audience might eat the entertainer if he or she fails to please them. Any entertainer giving his level performance to a band of ogres has got a lot of moxie — and no brains at all!

Making the performance a success

An entertainer can make a level performance more likely to be well received. He or she can spend additional gold pieces to hire backup singers, more musicians, extra props, lavish sets, new material, etc. For every 100 g.p. invested in making the show grander, the entertainer may add +1 to the required d20 roll for success. But alas, for every 100 g.p. added, he is detracting from his own potential gain in experience points, so that the 100 g.p. must be converted directly to experience points (one for one) and subtracted from the experience points he would normally gain for the performance. For the performance to be a success, he must gain some experience, thus limiting the amount of gold he can pour in for extra trappings. Example: A Singer (5th level) is about to give his level performance to become a Poet. He posts the proper advertisements and sends out the proper street criers for an investment of 180 g.p. The night of the performance arrives and, much to his sorrow, instead of 24 low-level figures arriving (the "perfect" audience), 42 people arrive. Many of them are second level, a few are third level — and the mayor himself, who is seventh level, is also in attendance. The entertainer sums the crowd to get a total level figure of 78. Divided by his level (5) and rounded up, he obtains 16 as his required saving roll. He would gain 78 x 25 = 1,950 experience points if he went on stage right now. However, he could invest some money to lower his roll for success. Let's say he will spend 1,200 g.p. to make the production truly lavish. Now he need only roll a 4 or better (counting the +12 bonus) to succeed. He would then obtain 1,950-1,200 = 750 experience points for the successful performance.

Important: The performer can never make the performance a sure thing. If he or she rolls a natural 1 on the success roll for a level performance, then he has dropped the items he was juggling, forgotten the punch line of a big joke, sung off key or fallen off the stage in a difficult jump; just as a roll of "1" on a saving throw is always a failure, a natural 1 on the performance success roll means he or she has blown it regardless of the extra gold that was spent. A Great Performance will always fail on a natural 1 or 2. A Command Performance will always fail on a natural 1, 2 or 3.

Entertainers' hit points

Entertainers begin with one four-sided die for hit points. They may add a bonus for constitution of 15 or above, just as other classes. At second level they add another four-sided die. Now they will specialize in one of the three sub-classes. Whichever one they choose, they add one six-sided die for third, fourth and fifth level. For sixth through ninth they add one eight-sided die for each level.

Now, if they choose to become a second sub-class of entertainer, they begin again at third level in the new profession after a training period of 1-4 months with someone who is already at least fourth level in that sub-class. Upon becoming this third level in this second sub-class, they add one hit point (the constitution bonus does not apply any more). Thus, for example, an entertainer's hit points might go like this: 1st level, roll d4 = 3; 2nd level, roll d4 = 1 (total 4); 3rd level, roll d6 = 5 (total 9); and so on, until 9th level, roll d8 = 7 (total, let's say, 30). The character

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now enters a second sub-class and trains for 3 months (rolled on d4) and adds one hit point for a total of 31. At fourth level in the new profession he adds one more point for 32, etc., until at 9th level he adds 1d10 because now he has become a Showman (10th level). At eighth level he would be up to a total of 36 and then add 1d10 for, let's say, 7, yielding a total of 43 hit points. He now begins again in the third and last sub-class (assuming he has the proper ability scores and is of the proper race). After 1-4 more months he adds 1 hit point. From 3rd to 8th level he adds +1 and is then up to 49 hit points by the time he is a Showman as well as 8th level in the new profession. If his Command Performance is a success, and he has 600,001 experience points or more, he adds 1 last d10. With a constitution of 16 to 18 and the best die rolls possible, an Entertainer could have as many as 120 hit points, and he would have a minimum of 28 hit points with a constitution of 15 or less (he must have a 15 constitution for acrobat, as stated earlier). Entertainers who botch a level performance lose hit points and must regain them.

Skills of entertainers

Stagehand: A stagehand learns how to *move silently* and hide *in shadows* as a first-level thief, so that he will be out of the way as things occur on stage. He understands lighting, and a very little about a number of performing skills. He can sing a little (off key), play a little (very little), juggle a simple cascade for 2-7 segments, do a shoulder roll, tell a little joke, etc. He has no special ability otherwise. He fights as a first-level thief and saves as a first-level magic-user. He will begin to learn the crude beginnings of makeup, but someone can see through one of his disguises at a 75% chance plus 5% per level of the viewer. This chance goes down by 10% base for every level the entertainer gains thereafter (the 5% chance to spot the disguise per level of the viewer remains), so that a fifth-level entertainer would do a disguise that a first-level character could see through 40% of the time (75 minus 4x10 plus 5). An Entertainer (11th level) would have a chance of 75 minus (10x10) plus 5% = -20% to be spotted by a first level; i.e., he would not be spotted. Note that being double-classed as an entertainer does not help this percent chance until Showman is achieved and the entertainer can count himself as 10th level.

Performer: The ability to *move silently* and *hide in shadows* goes up just as if the entertainer were a thief for his or her entire career. Otherwise, no new skills are added at second level.

When the Performer is studying to become third level in one of the three sub-classes, he will begin to specialize. However, every entertainer begins to learn the gift of gab. Upon becoming third level in any of the sub-classes, he or she has a 5% chance per level to enrapture zero-level type peasants. This does not include a zero-level master craftsman or a zero-level educated figure; it pertains only to the uneducated clodhopper or the typical group of children. Such an ability can often get an entertainer free room and board in a home, hut or barn.

The ability to act, sing, dance, juggle, tumble, etc., can be a great asset even in front of small audiences or in one-on-one situations. Even educated characters of second level or higher might like a joke, story, or trick. Give such a figure a normal saving throw. If the throw is failed, the "audience" likes the joke, story, trick, or whatever, and he will offer to give the entertainer a free drink, a few coins (silver), and perhaps food and a place to sleep. This ability does not necessarily gain any direct benefit for the party, but a performer can often "work the streets" for a few hours and get enough silver pieces to put himself and his friends up for the night. Alignment of the entertainer and the figure being entertained must be identical or (at most) one step apart for this form of entertainment to work.

Other special abilities

In addition to the special abilities described earlier that relate directly to combat and saving throws, each sub-class of entertainer has other particular talents:

A Juggler has a 25% chance at 3rd level and 9% better per level thereafter to hide a small item (coin, silk handkerchief, ring, gem, etc.) on his person successfully. A side occupation for a Juggler is the performance of small acts of "magic" — sleight-of-hand magic, *not* real magic. Jugglers are good at the "old shell game" and other types of "con games." Someone watching the "game" is allowed a saving throw (vs. spells) to see through it, but that saving throw is adjusted for their difference in levels (if any). If the "patsy" is of lower level than the Juggler, the die roll is adjusted down by the difference in levels. If the observer is of higher level than the Juggler, the die roll is adjusted in the observer's favor.

A Juggler can throw any object of reasonable size (a bottle, a candlestick, a beer mug, an indian club, etc.) with no non-proficiency penalty. However, he or she only gains the aforementioned +1 per level bonus "to hit" when using weapons with which the Juggler is proficient.

If a Juggler, empty-handed and alert, has an object thrown to him or her so that he or she knows and sees it coming, there is only a 1% chance that the Juggler will fail to catch it. That 1% chance is reduced by 1/10% for each level above 3rd.

A Juggler can throw items very rapidly. If he is not proficient with the item (weapon), he is limited to one "burst" that allows two items to be thrown in one round. However, both are -2 to hit. He must state that he is going to throw two items (weapons) rapidly before the first is thrown. The amount of time between the two throws is 1-4 segments.

A Juggler who throws a small weapon with which he is proficient (dagger, dart, or hand axe only) can be very rapid indeed. The normal rate for throwing daggers is 2/round, for the dart 3/round, and for the hand axe 1/round (see Players Handbook, page 38). A Juggler of 4th level or higher can exceed this rate in most cases (see the chart below).

If a Juggler wishes to-fire a "burst" of identical thrown weapons, he will suffer some loss of accuracy. As stated earlier, he is +1 "to hit" per level above 2nd with hand-held weapons that he is proficient with. This +1 per level is taken into account along with the "to hit" penalty prescribed for each weapon in a given "burst," as given in the following chart. The Juggler must state how many weapons he will attempt to throw in a "burst." If he is hit for damage during the "burst," it comes to an end. All "bursts" must be fired at the same target, even if that target is hit or falls over (dies) as a result of one of the hits prior to the last weapon in the "burst." Leftover shots are wasted.

Weapon	Maximum size of burst at level given									Penalty for each weapon in burst
	3	4	5	6	7	8	9	10	11	
Dagger	2*	2*	3	3	3	3	4	4	4	-3
Dart	3*	4	4	4	5	5	5	6	6	-4
Hand axe	1*	1*	1*	2	2	2	3	3	3	-2

* — normal number per round allowed, not considered a "burst," no penalty applied.

Example: A Showman of 10th level (i.e., he has become a 9th level Juggler and 9th level in another entertainment profession as well) decides to throw a burst of daggers on one round, then darts on another. He selects 4 daggers and 6 darts for the two bursts. Since he is +8 to hit normally with these trained weapons, his accuracy is now +5 with each dagger and +4 with each dart. Note: Adjustments of -2 and -5 for medium and long range apply, just as with any other missile weapon attack.

An Acrobat can *jump* (as the spell) at will once for each level of experience during any single turn if the Acrobat has taken less than half damage. If current damage is more than half the character's total hit points, he can *jump* only once per turn regardless of level.

Magical clothing operates well for Acrobats in some specific cases. *Boots of elvenkind* make them only 1% likely to make noise in the worst conditions. *Boots of striding and springing* will never cause them to fall or trip from a misstep or poor jump. An Acrobat can march for 15 hours in such boots. Boots of *speed* allow an Acrobat to move at a base speed of 25" plus 1" per level above 2nd.

Gauntlets of ogre power give an Acrobat a grasping strength

of 19. *Gauntlets of swimming and climbing* give an Acrobat a 3" movement bonus in water.

An Acrobat can *climb walls* like a thief, but he is better at it. Use the following table for an Acrobat's chance to climb a wall successfully (this is a base chance; see the Dungeon Masters Guide, page 19).

Race	Level of Acrobat 3	4	5	6	7	8	9	10	11
Human, Half-elf or Elf	92%	93%	94%	95%	96%	97%	98%	99%	99.5%
Dwarf	84%	85%	86%	87%	88%	89%	90%	91%	
Gnome	81%	82%	83%	84%	85%				

An Acrobat can walk a taut wire (or rope) in calm wind conditions (less than 3 mph wind velocity) at the rate of 1"/round plus ½"/round per level above 3rd. His chance to fall is a base 3%, minus 3/10% per level above 3rd.

An Acrobat can walk a slack wire in calm wind conditions at the rate of ½"/round plus ¼"/round per level above 3rd. His chance to fall is a base 7%, minus 7/10% per level above 3rd. Note: A "taut wire" has to be pulled tight by a winch or a series of pulleys. A taut wire is not achieved by tying a rope between two trees — that is a "slack wire."

An Acrobat can walk up a slanted wire in calm wind conditions at the rate of ½"/round plus ¼"/round per level above 3rd. His chance to fall is a base 6%, minus 4/10% per level above 3rd. The wire's angle can be up to 15" with no penalty. Thereafter the chance to fall is increased by 2% per degree of angle, with 35° being the maximum slant in any case.

Each full 3 mph of wind velocity adds 1% to the chance to fall from any sort of wire, and a wind velocity of more than 45 mph makes the acrobat also have to save vs. spells each round or be thrown off the wire. An Acrobat is allowed a save vs. wands to catch himself in a fall from a wire (on the wire itself). If such a catch succeeds, the Acrobat will take a full round to regain his footing. Note: 1" on ropes and wires always equals 10 feet, never 10 yards.

A Troubadour has a 5% chance per level above 2nd to know if an item, person, or place is historical or legendary. The item, person, or place must be within 10 feet of the Troubadour, and it must have a history that is meaningful and relevant for the Troubadour to have any chance to relate some fact about it.

Troubadours have a 10% chance per level above 2nd to relate a list of possible uses for an item found to be magic. For example, if a wand is found by a Troubadour or a member of the Troubadour's party, the person playing the Troubadour (who will be the DM if the Troubadour is a non-player character), if the appropriate dice roll is made, can relate the names and uses of every wand in the Dungeon Masters Guide that the player can actually remember! No looking in the book is permitted (if this is done, the ability is cancelled), and this ability is negated if the playing session ends before the ability is used.

A Troubadour who finds a scroll of *commune* or *legend lore* has an 11% chance per level above 2nd to use the scroll successfully. If a Troubadour is present during the casting of a *commune* or *legend lore* spell, either one extra question can be asked or the chance of success will go up by 3% per level of the Troubadour above 2nd. This benefit does not apply to a spell cast from a scroll.

A Troubadour, when trying to "sing for his supper" (act, tell a story, tell a joke, etc.) affords the listener a saving throw at -1 per level of the Troubadour above 2nd. This does not work on listeners of radically different alignments (more than one step removed from the Troubadour).

Spell casting — for exceptional entertainers only

Elf, gnome, half-elf, and human entertainers who select entertainment (anyone or more than one of the three sub-classes) as their sole class and have intelligence of at least 15 and dexterity of 16 may learn limited spell casting ability. The character can use either M-U (for a human, elf or half-elf) or illusionist (for a human or gnome) spells.

The entertainer must be trained by a magic-user or illusionist for a period of 2-5 years, just as a "real" magic-user or illusionist must be trained. This training must be accomplished before the entertainer reaches third level in any of the entertainment sub-classes.

When the training is complete, and upon becoming 3rd level as an entertainer, the character can take up some low-level cantrips and spells. Given below is the maximum spell/cantrip capacity (in number and level of the spells/cantrips) for a character of a certain level. Important note: The fact that the figure becomes an "amateur" spell caster does not give access to scrolls or magic items usable only by M-U's or illusionists.

An entertainer of 3rd level (in his or her highest sub-class) can have either two M-U cantrips or one illusionist cantrip.

A 4th level entertainer can have four magic-user cantrips or two illusionist cantrips.

5th level: Four M-U cantrips plus one 1st level M-U spell, or three illusionist cantrips.

6th level: Four M-U cantrips plus two 1st level M-U spells, or four illusionist cantrips plus one 1st level illusionist spell.

7th level: Add one 1st level M-U spell or one 1st level illusionist spell.

8th level: Add two M-U cantrips and one 1st level M-U spell, or one illusionist cantrip and one 1st level illusionist spell.

9th level: Add one 2nd level M-U spell, or one illusionist cantrip and one 1st level illusionist spell.

10th level: Add one 2nd level M-U spell, or one 2nd level illusionist spell.

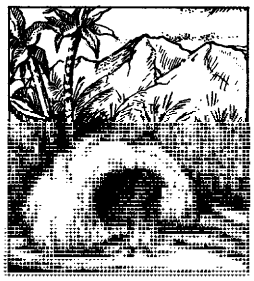
11th level: Add one 1st level M-U spell and one 2nd level M-U spell, or one 2nd level illusionist spell.

The magic-using or illusion-using entertainer may not substitute more cantrips for a 1st level spell the way a magic-user or illusionist can. For the purpose of range, duration, and area of effect the entertainer is considered two levels lower than his or her actual level.

Magic-using and illusion-using entertainers may take any spell they can learn. They need spell books and cantrip books just as magic-users and illusionists do. Their chance to know any single spell is 20% lower than a magic-user or illusionist with the same intelligence rating. The maximum and minimum number of spells they may know is as if they had two less points of intelligence than they actually do.

Spell-casting entertainers need 80% of the experience points necessary to rise to the next level (instead of the usual 70%) before they can give a Level Performance — and they can *never* use magic in such a performance. They must, in all cases, earn 5% more experience points than would ordinarily be necessary to rise in level when that rise gives them a larger spell capacity.

Entertainer spell casters, while they may select attack spells, may not memorize duplicate spells of the same kind.



LEOMOND'S TINY HUT

by Lenard Lakofka and Brad Nystul

Bureaucrats and politicians

The bureaucrat tends to be hopelessly average. To determine his or her characteristics, roll 2d6 of different colors (let's say red and white). All physical characteristics (strength, dexterity and constitution) use a base of 10, while non-physical characteristics (intelligence, wisdom and charisma) use a base of 11. If the red die comes up 1 or 2, add the result of the white die to 10 or 11, as applicable; if the red die comes up 3 or 4, subtract the white die from 10 or 11; if the red die comes up 5 or 6, the white die is ignored and the characteristic remains at 10 or 11, as applicable. A bureaucrat must have intelligence or wisdom of at least 11 to rise any higher than first level (Clerk).

Bureaucrats do not wear armor, but may use or wear any magic items of protection. They are poor with weapons, fighting forever as a zero-level character regardless of bureaucrat experience level. (See exception noted below for those who were adventurers before becoming bureaucrats.) They may employ daggers, clubs and "blunt instruments" (inkwells, candlesticks, etc.) as weapons. They throw any weapon at –2 to hit. However, they obtain the saving throws of a cleric with respect to spells, paralyzation, poison, death magic, rods, staves, and wands. They save as a fighter versus petrification, polymorphing and breath weapons, using their level as a bureaucrat (not their effective fighting level) for the save. Thus, if someone tried to poison an Official (6th level bureaucrat), the victim's saving throw would be 9. If a dragon breathed on him, his saving throw would be 13.

BUREAUCRATS EXPERIENCE TABLE

Experience points	Experience level	4-sided dice for accumulated hit points	Level title
0 — 1,150	1	1 + 2	Clerk
1,151 — 3,250	2	1 + 4	Supervisor
3,251 — 5,350	3	1 + 6	Manager
5,351 — 8,450	4	1 + 8	Chief
8,451 — 12,550	5	2 + 8	Obstructionist
12,551 — 18,650	6	2 + 10	Official
18,651 — 26,750	7	2 + 12	Bureaucrat
26,751 — 38,850	8	2 + 14	Authority
38,851 — 54,950	9	3 + 14	Commissioner
54,951 — 75,050	10	4 + 14	Board Member
75,051 +	11	5 + 14	Chairman

BUREAUCRATS SPECIAL SKILLS TABLE

Level	Produce trance	Lose paperwork	Confuse	Captivate	Infuriate
1	15%	22%	10%	04%	20%
2	19%	26%	14%	08%	24%
3	24%	31%	19%	13%	29%
4	30%	37%	25%	19%	35%
5	37%	44%	32%	26%	42%
6	45%	52%	40%	34%	50%
7	54%	58%	49%	44%	60%
8	64%	61%	59%	55%	70%
9	73%	63%	69%	66%	77%
10	80%	64%	79%	77%	83%
11	85%	65%	89%	88%	90%

Bureaucrats' special skills

Produce trance: This attack form comes from the bureaucrat's ability to speak fluent Bullroar. The language is basically unintelligible to most beings, but its constant drone tends to place a victim at ease. Such an at-ease victim is *entranced* if the bureaucrat makes the required percentile roll and the victim (only one target at a time) fails his or her saving throw.

An entranced victim will take any suggestion or meet any demand made by the bureaucrat that pertains to the issue at hand. This issue typically concerns payment to the bureaucrat for a service, such as the purchase of a license or permit, or perhaps an order or a writ to legalize something. Once the speech ends, the entranced victim will carry out the given order or suggestion (pay the asked-for price, for instance) unless someone else (if another non-entranced character is present) can talk him or her out of it. A successful second saving throw by the formerly entranced figure means that someone else has convinced the victim not to buy the document in question.

An entranced person will not give up magic items or tell secrets under the influence of this droning speech.

Lose (and find) paperwork: This innate ability shows up in all bureaucrats who handle documents or get anywhere near a filing system. (In other words, all bureaucrats.) Documents given to a bureaucrat for filing or safekeeping will be lost as soon as they are received, if the bureaucrat makes the necessary roll on percentile dice.

The lost paperwork will be found again upon another successful percentile roll, if someone is first successful in urging or ordering the bureaucrat to look for it. The first roll to find a lost document cannot be made sooner than one working day after the document was lost (these things take time). Succeeding rolls to find the lost paperwork, if required and desired, can be made at one-working-day intervals thereafter.

Once a particular document or sheaf of paperwork has been found, that particular bureaucrat will never lose it again — but paperwork does get passed on from bureaucrat to bureaucrat, and the next one to handle it might be higher level, and thus even better at losing it!

Confuse: This ability produces befuddlement in the victim unless he or she makes a successful saving throw from spells. The bureaucrat must make an actual attack to *confuse;* when he does so, his *produce trance* attack (if it was being employed) is lost. *Confusion* will cause the victim to leave the bureau office or board meeting, totally forgetting why he or she ever went there in the first place. The victim obtains a new saving throw daily or if he or she can be talked to by someone who knows why he or she went to the bureaucrats' lair in the first place.

Captivate: This attack form can only be cast on multiple figures; a single figure is immune. To *captivate,* the bureaucrat must be allowed to blather on for a full ten minutes, without interruption, about what must be done to produce a desired result. At the end of the ten minutes the victims each obtain a saving throw (vs. spell) at –2. Those who fail it are temporarily insane and will walk away drooling. Their wits will return if a new saving throw is made (saves are allowed every ten minutes)

or if a rational person can talk to them for ten minutes. While temporarily insane, victims are totally harmless, but also entirely useless.

Infuriate: This attack can only be accomplished if the victim has fallen prey to any of the bureaucrat's other attack forms, i.e. been *entranced,* been *confused,* been *captivated,* or had his or her *papers lost.* Now the bureaucrat will explain that it wasn't his or her fault. The victim(s) then must save vs. spell or go into a rage for 1-20 rounds. This outburst usually takes the form of physical violence against the surroundings, as the victim(s) tries to wreck the bureau by throwing things, ripping up papers, and tipping over furniture. When the rage is over, the victim may find that the bureaucrat has summoned authorities to have him arrested. The friends of a victim will find that calming him can only be done over the course of 1-4 rounds of constant persuasion, after which the victim must save again, this time at –2.

Other abilities and characteristics

Bureaucrats obtain a magic resistance to *charm* spells of 65% which they may apply prior to their normal saving throw.

A bureaucrat obtains experience points only from doing his or her job; that is, performing one of the five available special skills. The amount of experience gained for a successful act is equal to the bureaucrat's percentage chance of performing the skill. Thus, if a 7th level bureaucrat manages to *lose paperwork* on a project he is working on, he will obtain 58 experience points. Note that all "attacks" of the bureaucrat, explained hereafter, are purposeful with the exception of *lose paperwork,* which he or she does subconsciously. *Purposely* losing paperwork will cost a bureaucrat the applicable number of experience points.

A bureaucrat who takes a bribe can add the value of the bribe to his experience points, using one-tenth (rounded up) of the g.p. value of the bribe. The experience gain is limited in all cases to 100 points per bribe, so it literally doesn't pay to offer a bureaucrat a bribe of more than 1,000 g.p.

Alignment alterations

Bureaucrats begin as lawfully aligned characters (20% lawful good, 20% lawful evil, 60% lawful neutral). With each promotion in level, all non-neutral bureaucrats must save vs. spell or change alignment. A bureaucrat of lawful good persuasion may become lawful neutral or neutral good; lawful neutral may become lawful good, lawful evil, or true neutral; lawful evil may become neutral evil or lawful neutral. Neutral evil and neutral good characters must revert back to lawful evil and lawful good, respectively, with the next level/alignment change. Bureaucrats who become true neutral will remain that way forever.

Former members of adventuring classes may become bureaucrats if they fit the ability score requirements and are of some lawful alignment when they become a bureaucrat. The former adventurer must not have progressed above 4th level, or he or she cannot then ever become a bureaucrat. A former adventurer may never wear armor as a bureaucrat, but may use any weapon allowed to the former class, and fights at a level equal to the highest level he or she attained in the former profession.

Unseasoned sage ability

Bureaucrats, because of the vast amount of information that passes by them daily, have some minor sage abilities in various areas of knowledge. Their information is rarely as specific or exacting as that of a real sage. Each bureaucrat will dabble in two of the following fields of knowledge, determined at random:

01-07 Specifics on any town business: income, taxes, prices, profit, etc.)
08-11 Specifics on any town proprietor: class and — if and only if class is known — possibly level, with a margin of error of two either way
12 Ownership of magic items in town: limit one item per person asking; 15% chance of having such knowledge about any specific item
13-15 Specifics on any other town bureau or board: inner workings, procedures, purpose, effectiveness, accomplishments, problems, etc.
16-17 Specifics on the town nobility, if any: begin with lowest level noble and move up, giving bureaucrat a 25% chance to know some valuable information; upon failing once, his knowledge ends. (A bureaucrat will know the names and titles of all nobles in his town.)
18-19 Specifics on town officials, mayor, aldermen, sheriff, etc.
20 Specifics on shady town occupants: assassins' guild, thieves' guild, bully gangs, protection rackets, press gangs, waterfront bars, etc.
21-23 Local heraldry
24-25 Signs and sigils
26 Cryptography
27-34 Demography of humans, demihumans, and humanoids in town
35-47 History of town or city
48-50 History of county or country
51-55 Legends and folklore of area
56-65 Local laws
66-74 Town customs
75-77 Genealogy of prominent citizens
78-80 Source of maps of town showing sewers, old construction, proposed construction, etc.
81 Maps of buildings in town — not necessarily depicting the interior, or all the rooms, of a structure
83-84 Information on "monsters" in the locale
85 Timetables for ships, barges, wagons, coaches, etc.
86-87 Knowledge of town tariffs, taxes and levies
88-90 Knowledge of local dialects and languages; the ability to translate them
91-95 Specific facts on local temples and their occupants
96 Information on local magic-users and illusionists
97-98 Information on rangers or paladins in the area
99-00 Knowledge, of one of the above sorts, of another town or city in the area; reroll on the list, disregarding results of 99-00, for the type of knowledge

The chance for a bureaucrat to know the answer to a question in one of his fields is calculated as follows: The question is judged to be general, specific, or exacting (see pages 31-33 of the AD&D™ Dungeon Masters Guide for information on these terms). When giving the answer, consider the alignment of the bureaucrat before forming the answer and stating it.

The first area of knowledge rolled for a bureaucrat is his or her minor area of specialty. In this area, the chance to know a single answer is:

General information: 2% per level of the bureaucrat
Specific information: 1% per level
Exacting information: ½% per level (round down)

For example, a 7th level bureaucrat is asked a question about "monsters" in the locale (his minor field). If 1-14 is rolled, the information he can give in an answer is only general; if 15-21 is rolled, his knowledge is specific; and if 22-24 is rolled, his knowledge on the subject is exacting. If 25-00 is rolled, his answer will be wrong.

The second area of knowledge rolled for a bureaucrat is his or her major area. In this area, the chance of knowledge is:

General information: 5% per level of the bureaucrat
Specific information: 3% per level
Exacting information: 1% per level

The exact cost of information will depend on whether the bureaucrat knows something. However, any bureaucrat will need at least one gold piece per level just to "break the ice." General information will cost at least 1 g.p. per level, specific information 3 g.p. per level, and exacting information 6 g.p. per level of the bureaucrat. The upper limits are usually 5 g.p., 10 g.p., and 20 g.p. per level respectively for such information.

DMs note: Don't give away too much information if it is going to ruin some phase of play in town! You can overrule the result of a dice roll at any time!

THE POLITICIAN is a sub-class of bureaucrat. To become a politician, the character rolls up scores just as for a bureaucrat, except that physical abilities have a base score of 9, not 10, and non-physical abilities have a base score of 12, not 11. (See the bureaucrat class description, page 8, for an explanation of dice rolling.) A politician must have a score in intelligence, wisdom, or charisma of 15, and must have this score in two of the three abilities in order to advance beyond 4th level.

Not all countries will have elections, and therefore might have little use for politicians. The most common elective offices in a town are the aldermen and perhaps a mayor. A few countries might elect sheriffs and other "county" officials, who would be members of the politician class. A sheriff is 85% likely to be a former member of an adventuring class, with some type of fighter being the most common (80%).

Different special skills

Politicians have none of the special skills of their parent class. If they are to succeed, politicians cannot afford to have it appear as though they are confusing or infuriating the public the way a bureaucrat does. Instead, certain other particular abilities are available to them.

Politicians who are not ex-adventurer types have a 45% resistance to *charm* spell attacks, and those who win office have a chance to cast a *suggestion* spell in any speech they make before a group of five or more people. The audience (each member considered separately) is only 35% likely to be susceptible. Those in the audience who are susceptible still obtain a normal saving throw against the *suggestion.* Those who fail the saving throw will make every effort to act out the suggestion if it is possible. *Suggestions* to give up more than 100 g.p. (in money, goods, or services) allow the victim a +2 bonus on the saving throw. Any suggestions to give up a magic item or more than 250 g.p. in currency allows the victim(s) a +5 bonus to the save. Politicians generally will *suggest* that the listener(s) contribute to his or her next campaign fund.

Politicians who have won three elections (not necessarily all for the same office) gain the ability to perform these skills:

Stuff the ballot box: This ability will add 10% to the politician's vote total in any election when it is tried, and it can only be detected by examination of the individual ballots. The person(s) looking at the ballots must make a saving throw vs. spell to notice the fraud.

Enthrall: Similar to the suggested new cleric spell *enthrall* described in issue #58 of DRAGON™ Magazine. The politician can *enthrall* all members of an audience who can understand the language the politician is using, and who fail to make a saving throw vs. spell. The ability is activated after the politician has spoken for one full round; all listeners eligible to become *enthralled* must make a saving throw each round thereafter, for as long as the politician continues speaking, to avoid being taken in. The *enthrallment* is broken as soon as the politician stops talking. It cannot affect anyone with 4 or more hit dice, or anyone with a wisdom of at least 15.

Those who fail a saving throw and become *enthralled* will stand in awe of the politician, treating him or her as if the speaker had a charisma of 21. However, *enthralled* figures will not undertake action, such as they might if they were under the effect of a *suggestion.*

Sixth sense: This is an ability that manifests itself in several specific ways. First, an accomplished politician has a way of "knowing" where and when a noteworthy event will occur, and will make him or herself available in the hopes of being seen favorably and thus have a chance to gain votes, recognition and perhaps donations. The chance to employ the "sixth sense" successfully for the purpose of *being in the right place* is 5% per level, one attempt per day.

Politicians can employ their sixth sense to see through clouds of smoke and fog, including such things as a *cloudkill* spell, a *stinking cloud,* smoke from a fire, a *wall of fog,* a *fog cloud, pyrotechnics,* and the like. The chance of success is 10% per level, once per cloud, twice per day maximum.

POLITICIANS EXPERIENCE TABLE

Experience points	Experience level	4-sided dice for accumulated hit points	Level title
0 — 1,200	1	1 + 2	Reliever
1,201 — 2,400	2	1 + 4	Party member
2,401 — 4,800	3	1 + 6	Speaker
4,801 — 9,600	4	1 + 8	Orator
9,601 — 20,000	5	2 + 8	Politician
20,001 — 60,000	6	2 + 11	Chairman
60,001 — 120,000	7	2 + 14	Leader
120,001 — 240,000	8	2 + 17	Vice-president
240,001 +	9	3 + 17	President

Politicians have a 7% chance per level to *detect lie* and an equal chance to successfully manage an *undetectable lie,* just as for the 4th level cleric spell of the same name.

Other abilities and characteristics

A politician can be of any alignment except true neutral. A politician attacks as a magic-user at all times and obtains the saving throws of a magic-user as well. He or she may fight with dagger, club, blackjack, or mace, beginning with one weapon and obtaining a new weapon of proficiency at 7th level. The politician's non-proficiency penalty is –5.

A politician can wear protection items but not armor, except for a breastplate that can be employed to make him resistant to fired missiles. The politician cannot wield most magic items, though he or she can use the following specifically:

Potions — those of *animal control, clairvoyance, clairaudience, delusion, dragon control, ESP, extra healing, gaseous form, healing, human control, longevity, oil of slipperiness, philter of love, philter of persuasiveness, plant control, treasure finding,* and *undead control.*

Scrolls — None, although neither will any kind of scroll have an effect on the politician. A cursed scroll, for instance, would be gibberish to the politician and would not work against him.

Rings — those of *djinni summoning, contrariness, delusion, human influence, mammal control, protection,* and *X-ray vision.*

Rods, staves, or wands — none but the *rod of beguiling, rod of rulership, stuff of command,* and *wand of enemy detection.*

Miscellaneous magic items — only the *amulet of proof against detection and location, bracers of defense, brooch of shielding, crystal ball, cube of force, cubic gate, eyes of charming,* any type of *dust, helm of comprehending languages* (but cannot read magic with the helm), *medallion of ESP, medallion of thought projection, rug of smothering, rug of welcome, tome of clear thought, tome of understanding,* and *tome of leadership and influence.*

Magic armor and weapons — No magical armor or swords allowed; however, a politician can employ any magical dagger or mace, except for a *mace of disruption.*

Politicians gain experience from two sources: votes, and money taken in during campaigns. Money found in a dungeon or similar sort of adventuring environment can count toward experience for a politician, but killing an enemy (monster) gains a politician nothing. Election experience is awarded at the rate of one experience point for each vote received; however, a politician can never gain more experience points from one election than the minimum necessary to advance to the next level. Thus, a first-level politician could gain no more than 1,201 experience points from winning an election, even if he received more votes than that. Politicians who lose elections always lose experience points and drop back to the midpoint of the next lower level.

Gold pieces found (contributed) also are equated to experience points on a one-for-one basis, again limited by the fact that gold can only "buy" one level at a time. And for gold to be counted as experience, it must be spent by the politician in an effort to be elected to some office (a campaign within the campaign). Excess money can be used any way the politician sees fit. Politicians of non-good alignment can make and take bribes at any time. □

LEOMOND'S TINY HUT

by Lenard Lakofka

For NPCs only: the death master

A magic-using "monster" to play *against*, not *as*

INTRODUCTION/SERMON

On the theme of the AD&D™ game

As corny as it may sound, I believe the theme of the ADVANCED DUNGEONS & DRAGONS® game system is the struggle between good and evil. It is a commitment to team action over individual play. Too often, an AD&D adventure or campaign is played as a "me first" game. This is quickly seen when the party tries to divide treasure, or the thief says that he is "role playing" when he keeps the biggest gem for himself.

A well-played AD&D campaign, in which the party becomes stronger as time goes on, in which material is divided by judging who in the party can use it best, in which action and decision is shared by the group and not performed by the "caller," is unfortunately not seen too often. Alas, this is an opportunity missed.

The AD&D game should not have assassin player characters. In fact, no player character should be evil at all unless adverse magic affects him. Yet, many players will have their characters turn "evil" at the first opportunity, with greed being the biggest single cause of this change. In a situation I experienced, the paladin in a group tried to talk the ranger into knifing the magic-user in the back because the magic-user wanted the recently found (and yet to be identified) wand. Players will change their characters' alignments at the drop of a hat, and often without enough of a penalty inflicted by the Dungeon Master.

However, I do not want to belabor the point. As a way of putting evil in its proper place, here is presented an evil character that makes an assassin look like the boy next door. The death master is meant as a non-player character — one the player characters and their party have to defeat. *Please* use the character that way only. If I ever run into a player-character death master at a convention, I may turn evil myself. . . .

The death master is a sub-class of magic-user. He will be ultimately chaotic evil, although his early alignment might even be lawful good. The death master will change alignment, moving one step closer to chaotic evil (if he isn't there already) upon the gaining of every two levels of experience. Goodness is lost first, and then lawfulness. Thus, a death master who starts out as lawful good will turn lawful neutral upon attaining 3rd level, true neutral at 5th level, neutral evil at 7th level, and chaotic evil at 9th level. In any event, a death master will be chaotic evil by the time he reaches 9th level, and in most cases the switch will not take that long. In this downward spiral, no magic — even a *wish* or a *helm of opposite alignment* — can move the death master's alignment in the direction away from chaotic evil.

The ability score requirements for this non-player character are as follows: strength of at least 9, intelligence at least 15, wisdom always less than 13, dexterity at least 12, constitution of 14 or better, and charisma always below 8.

A death master can be a human, dwarf, or half-orc, and members of any of those races can advance to 13th level. No death master can ever be multi-classed or double-classed. The death master has some of the abilities of an alchemist, since many of his magics involve the preparation of potions, salves, fluids, creams, and other sorts of mixtures.

Death masters can learn and use only the knife, dagger, sickle, scythe, and/or scimitar — even to save their lives they will not pick up another weapon. Death masters can use magical weapons of the eligible types, with the exception of a *flame tongue* scimitar, which is prohibited. If a death master picks up an aligned weapon that he cannot use, he will take double ego damage unless the weapon's alignment is more evil and/or chaotic than the death master's current alignment. In the latter case, the death master will instantly convert to the new alignment. For example, if a neutral 3rd level death master picked up an evil neutral scimitar, he would take no damage but would become evil neutral at once. If, on the other hand, the scimitar were lawful good, he or she would take double ego damage.

Notes on new weapon types: The sickle weighs approximately 15 gp, length 15-18 inches, space required 2 feet, speed factor 3, damage vs. S or M opponents 3-6, vs. L opponents 1-3, vs. armor as a short sword would be rated. The scythe weighs approximately 140 gp, length about 5 feet, space required 5 feet, speed factor 8, damage vs. S or M opponents 2-9, vs. L opponents 1-6, vs. armor as a bardiche.

Death masters shun armor of all types but may use rings, cloaks and jewelry of

THE DEATH MASTER

(This chart is for reference only; the death master can never be anything but a non-player character.)

Experience points	Level	4-sided dice for accumulated hit points	Level title
0—1,333	1	1+1	Grave Robber
1,334—2,666	2	2+2	Tomb Haunter
2,667—5,333	3	3+3	Necropolite
5,334—13,333	4	4+4	Skeleton Master
13,334—26,667	5	5+5	Zombie Master
26,667—53,333	6	6+6	Ghoul Master
53,334—113,333	7	7+7	Ghast Master
113,334—233,333	8	8+8	Shadow Master
233,334—466,667	9	9+9	Necromancer
466,668—933,333	10	10+10	Mummy Master
933,334—1,877,777	11	11+11	Ghost Master
1,877,778—3,333,333	12	12+12	Lich Master
3,333,334+	13	13+13	Death Master

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protection, including *bracers of defense.*

Death masters may employ all potions, except for those that control living things, those that can only be used by fighters, those that are made for scrying, and those that heal. They cannot use scrolls, except for those penned in the *Language of Death* or those that control or protect from the undead. Such scrolls bypass the need, if any, for salves, creams, fluids, etc., that would otherwise produce the same effect.

Rings usable by death masters are: *feather fall, fire resistance, free action, invisibility, protection, regeneration* (see below), *spell turning, warmth* and *X-ray vision.* All other rings will not function on them unless they somehow affect the undead. A *ring of regeneration,* when placed on a death master of 9th level or higher, will instantly become invisible. Further, it will become non-corporeal when functioning one round after the death master dies. Cutting off the death master's head, or the hand bearing the ring, will stop the regeneration process.

Death masters may use a *staff of withering* and *wands* of *fear, magic detection, negation* and *paralyzation.* A few miscellaneous magic items can be used, including: *alchemy jug, amulet of life protection, amulet of the planes* (usable by them only to go to the lower planes of Pandemonium, the Abyss and Tarterus plus the Negative Material plane), *beaker of plentiful potions, brooch of shielding, cloak of protection, cube of force, cubic gate, dust* of all types, *helm of comprehending languages, Keoghtom's ointment, Nolzur's marvelous pigments,* all *phylacteries,* all *scarabs,* and a *sphere of annihilation.* Additionally, they may use some items specific to their profession. These items are detailed later in this article.

The death master begins to learn specific alchemist-like skills at 3rd level and certain specific spells at 4th level. His teacher is always another death master. The death master must start up his own laboratory for a cost of 400 gp, and new equipment for the lab must be purchased at each level for an additional 400 gp. Costs for a specific raw material are separate from these laboratory costs. Most spell-like effects use special preparations that must be made in advance.

Special abilities

The death master has the following special powers and abilities, some of which are constant and some of which are gained/lost as he advances in levels:

1. First-level death masters obtain one experience point of experience for each grave they dig, and two experience points for every stolen body. This award does not apply beyond 1st level.

2. Second-level death masters obtain two experience points for every body laid to rest. At other levels there is no experience award for this action.

3. Third-level death masters obtain three experience points for every properly embalmed body. This award is unique to this level only.

4. All death masters can identify a *potion of undead control* by tasting just a drop. Such a potion has double effect and double duration when imbibed by a death master.

5. An undead creature must fail a saving throw of 8 to successfully attack a death master. If the death master attacks the undead, of course, this "partial immunity" is overturned. Thus, undead may attack a group of characters and a death master will be allowed to walk away unharmed even if a lich or a vampire is the attacker or among them.

6. At fourth level and above, the death master can *speak with undead* at will. This does not create a compulsion to obey and cannot operate on mindless undead.

7. At seventh level the death master can *speak with dead* as a cleric of the same level without use of a spell. This power is usable once per day and only once on the same corpse.

8. The death master gains a cumulative 5% resistance to *sleep* and *charm* spells for each of his or her levels. If a saving throw is allowed, the death master is entitled to it if his magic resistance

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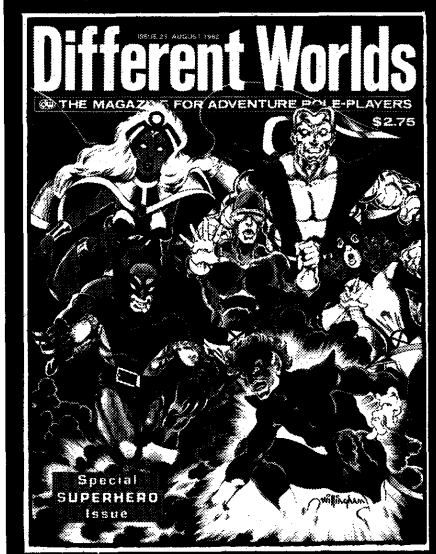

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does not overcome the sleep or charm power/spell.

9. At 9th level and above the death master is immune to *paralysis* and *hold* spells, including the touch of the undead.

10. At 11th level and above the death master is immune to level draining and strength draining by the undead, though normal damage from such an attack would still occur.

Death master spells

All spells of the death master must be learned just as a magic-user learns spells, but some spells given in the list that follows are the heart of his profession. These spells will be marked with +1, +2 or +3 to signify the effective bonus in intelligence points the death master gains when trying to learn that particular spell. Those spells that require some manufactured material (a salve, potion, cream, fluid, paste, etc.) are marked with a "#" sign. Those that are new or have a different description from that found in the official rules are marked with an asterisk ("*").

Spells usable by level

Exp.	Level of spell					
Level	1	2	3	4	5	6
4	1					
5	2					
6	2	1				
7	2	1	1			
8	2	2	1	1		
9	2	2	2	2		
10	3	3	3	2		
11	3	3	3	3	1	
12	4	4	3	3	2	
13	4	4	4	4	3	1

First level
1. Animate skeletons *(+3)#
2. Animate zombies *(+3)#
3. Cause light wounds * #
4. Comprehend languages
5. Detect magic
6. Feather fall
7. Identify (+1)
8. Plant death *(+2)#
9. Preserve
10. Protection from good
11. Read magic
12. Scare
13. Shield
14. Unseen servant
15. Wizard mark
16. Write #

Second level
1. Attract ghouls *
2. Darkness 15' r.
3. Detect good/evil
4. Death armor *(+2)
5. Find familiar * #
6. Invisibility
7. Knock
8. Magic mouth
9. Pyrotechnics
10. Ray of enfeeblement
11. Stinking cloud
12. Wizard lock

Third level
1. Dispel magic
2. Feign death (+2)
3. Monster summoning I *
4. Protection good/evil 10'r.
5. Ghast production *(+2)#
6. Ray of paralysis *(+1)
7. Tongues
8. Wall of ice

Fourth level
1. Charm undead *(+3)
2. Dig
3. Fear
4. Ice storm
5. Mummy production *(+1)#
6. Shadow summoning *(+1)
7. Wight production *(+2)
8. Wraith production *(+1)

Fifth level
1. Animate dead
2. Cloudkill
3. Cause serious wounds * #
4. Cone of cold
5. Finger of death
6. Ghost production *
7. Hold undead *(+2)
8. Teleport

Sixth level
1. Death spell
2. Energy drain
3. Harm/heal
4. Lichdom *(+1)#
5. Undead production *(+2)#
6. Vampire production *(+1)#

Notes:

All spells of a death master are defined, for the purpose of range, duration, and area of effect, as if the character were three levels lower than his actual level. Thus, a fourth-level death master casts spells as a first-level magic-user or cleric.

Unless otherwise noted, a death master spell takes 1 segment per spell level to cast, even if the normal spell text for a cleric or magic-user may be faster or slower.

Spell notes/descriptions:

First level

Animate skeletons is simply an *animate dead* spell that produces one skeleton for every level of the death master. The death master must prepare a special salve to rub on the bones to make the skeleton receptive. This takes one round per skeleton. The magic to animate them then takes only a segment to cast. The rubbed skeletons can be so animated anytime within 24 hours after their rubdown. The salve costs 10 gp per skeleton. Spell range is 30 feet plus 10 feet per effective level of the death master.

Animate zombies is simply an *animate dead* spell that produces one zombie for every effective level of the death master. The corpse must be immersed in a bath of special salts for 1 full turn prior to spell casting. Such a bath can soak ten corpses for a cost of 200 gp. The corpses then so soaked can be animated in two segments at a range of 50 feet plus 10 feet per effective level of the death master.

Cause light wounds will inflict 2-8 hit points of damage if a successful touch is made on a victim's bare skin. The death master must use a paste rubbed on his hands to activate the magic. A word of command then makes his hands into weapons for three rounds or until a touch

has occurred. The cost of the paste is 75 gp for enough to make three applications. Smearing the paste, assuming it is available, takes only a segment.

Plant death requires a fine mist spray be applied to the plant(s) to be killed. A potion-sized bottle would cost 200 gp and could cover 2,000 square feet. Then, upon the utterance of a word of command, the plants within 100 feet of the death master will die. Trees are allowed a saving throw of 11. Living mobile plants (such as treants) are allowed that saving throw plus another as a monster of the appropriate number of hit dice. Once killed, the plants wither and rot rapidly, and no new plants will grow in the area for a year.

Second level

Attract ghoul is similar to a *find familiar* spell, using the same ingredients, but the ghoul that comes is not willing to serve unless it is fed regularly. "Loyalty" and obedience is gained at 1%/day of feeding and attention. A safe lair must always be provided.

Death armor is produced by pouring a cream on the body and rubbing it in. This rubbing takes two full rounds. Then, anytime within the next hour per effective level of the death master, the speaking of a command sentence will activate the armor coating. Anyone touching the death master with exposed flesh (perhaps to cast a spell or as a monk with an open hand attack) must save vs. spell or take 2-12 hit points of damage. The armor is effective for 1 round per *actual* level of the death master. Multiple touches will still harm the attacker. Note: The spell is defensive only, and the death master gains nothing by trying to touch someone though he or she can position him or herself so that he or she must be touched to get by. Naturally, if a weapon hit occurs the death master takes normal damage with no damage to the attacker. *Death armor* will harm undead. Any damage from the monk's open hand attack or a claw/bite attack will still be scored, of course.

Find familiar uses the same ingredients as for a magic-user, but the cost is doubled. The death master uses the following table (roll d20) for *find familiar:* 1-4, black cat; 5-8, weasel; 9, imp; 10, ghast; 11, mephit; 12, ghoul; 13-20, no reply but try again in one month. If an imp, ghast, ghoul, or mephit appears it does not add any hit points to the death master. If it is eliminated, however, the death master will lose 2-7 hit points permanently.

Third level

Monster summoning I will attract nearby skeletons and zombies not already animated or controlled by the death master. From 2-7 will arrive even if they must abandon a place they were ordered to guard. They will arrive via teleportation in 1-4 rounds and will fight till destroyed. If not destroyed they will teleport back when the spell duration of 5-20 rounds runs out.

Ghast production requires a ghoul to be at hand. The death master may animate only one ghast per spell. The body must be infused with a special liquid that costs 400 gp to produce. The process takes 1 hour to prepare the body and 1 turn to cast the spell. Such ghasts cannot "procreate" themselves but are like ghasts in every other way. Someone killed by one of these ghasts has a minus 1% to the chance to be raised from the dead for each hour the figure is dead. Thus, after 70 hours a victim with a constitution of 13 would have only a 20% chance to be successfully raised. If raised, however, subsequent raises would be allowed at the figure's full constitution score. Note: Magics like *remove curse, limited wish,* etc. can remove the onus on such a corpse so that raising is normal.

Ray of paralysis takes only one segment to activate and is a chief attack/defense spell for a death master. The ray is pencil-thin and has a length of 60 feet plus 10 feet per level of the death master. When it is fired at a living figure, that figure is allowed a double saving throw. The first is vs. spell to see if the ray hits at all. If the saving throw is made, the ray misses but those in direct line behind or

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near the victim (especially those in nearby melee) might then be struck. If the ray does hit, the victim saves vs. paralysis at –2. If this throw fails, the victim is paralyzed for 3d12 rounds.

Fourth level

Charm undead will work only on those undead having intelligence of 9 or higher. The undead (only one target) must make a saving throw at –3 or obey the death master and perform some mission for him. The undead will not openly expose itself to destruction (a vampire would not go into open sunlight), and such an obvious order will instantly cancel the charm. Once a specific order is fulfilled the charm breaks, though some orders might take years to fulfill. An order is a simple sentence of 12 words or less that is adjudicated as being "reasonable" by the Dungeon Master.

Mummy production requires an embalming fluid that costs 1,400 gp. The body must be wrapped and prepared, which will require six full hours. The spell then takes but 4 segments to complete by a simple command word issued within 24 hours of the embalming. One mummy is thus produced. It will obey the death master and do his bidding, but is allowed a saving throw of 17 (attempted daily) to become independent of the death master's control.

Shadow summoning will produce 2-7 shadows which will arrive in 1-8 rounds. The summoning takes 4 segments of casting time. They will stay and obey the death master for 1-20 rounds.

Wight production requires a corpse and a bone from a wight. If a *cubic gate* or *amulet of the planes* (or a similar device) is available, the wight bone is not required, since the death master can then actually touch the Negative Material Plane to gain the necessary power. For every wight so produced, the death master will lose one hit point permanently unless he saves vs. death magic. The wight so produced will always have maximum hit points, and it can "procreate" itself and command those wights to its service. Note that only the common wight produced by the spell is "friendly" to the death master. Lesser wights will attack the death master if they fail the aforementioned saving throw (recall that an undead will not attack a death master unless it fails a saving throw of 8).

One in five wights produced by this spell is atypical. It cannot drain energy levels. Instead, it drains hit points permanently with its touch. This type of wight will cause the living victim to fight at –1 per touch for 1 full hour after each touch. For example, consider a victim of 4th level with 30 hit points. On the first touch, the victim takes 5 points of damage. His new hit-point total is 25, and he will fight as 3rd level for 1 hour. If a second touch occurs (for, say, 2 points of damage), his permanent hit-point total will be 23 and he will fight as 2nd level for 1 hour, then 3rd level the next hour, and then is back to being 4th level. The lost hit points can be gained back by *restoration* at the rate of 3-12 points per application of the spell, but if the victim gains a level (or levels) of experience prior to such *restoration,* then the hit points are forever lost, even if the power of a *wish* is used. A *limited wish* will restore 2-12 hit points and a full *wish* 3-18 hit points if the casting is done before the victim gains a level. No other magic will restore lost hit points. This sort of atypical wight can "procreate" to produce lesser undead with the same power.

Wraith production is identical to *wight production* in all respects. An atypical wraith is produced one time in seven as above.

Fifth level

Cause serious wounds requires that a liquid be produced from boiling the remains of a ghoul or ghast for 24 hours. The remaining liquid is enough to fill 1 small vial (like those used to carry holy/unholy water) per effective level of the death master. The infusion's added components cost 2,000 gp. The vial is then thrown (see section of DMG on grenade-like missiles) like a vial of holy water. A direct hit will inflict 5-19 (2d8 +3) hit points of damage, with a splash hit doing 2-5 (d4 +1) points of damage. The vials of liquid will remain viable for 1 full day per level of the death master, plus a variable of 1-20 days. Exposing the liquid to testing (putting it in contact with the air) destroys it at once. The vial will not radiate evil.

Ghost production is unlike other death master spells in that the death master will have no control over the ghost once it fully forms 48 hours after the spell is cast. The ghost so produced will not know how it was created and will be fully free-willed. It would attack the death master if it met him again (if it failed the saving throw of 8 allowed to the death master). The victim must have had an intelligence of 14 or more and have been at least 9th level (in any class) prior to death. Hit points for such a ghost are maximum.

Hold undead literally stops a target undead in its tracks. It is allowed a saving throw vs. spell. The undead cannot be harmed while in this state, nor can it be bypassed; attempting to do either of these things will release it instantly. However, the death master and others in the party are safe to flee via another route. The *hold undead* spell takes 2 segments, to cast. The duration of the spell when used against a particular type of undead is expressed in minutes and determined by dividing 120 by the undead's hit dice. (Eliminate any bonus hit points; 3+2 HD would be read as 3. All fractions are dropped.) Thus, a ghoul of 2 HD is held in place for 60 minutes, while a vampire of 8 HD can be held for 15 minutes. This formula applies to the undead from the FIEND FOLIO™ Tome as well.

Sixth level

Harm or *heal* is identical to the 6th level cleric spell, except that casting time is only 6 segments.

Lichdom can be cast on a willing high priest or magic-user of at least 18th level, or a death master of 13th level. The death master must make a potion for the spell caster to consume. Its cost will be 6,000 gp. The spell caster is allowed his normal unadjusted saving throw vs. death magic. If the victim makes the saving throw, he becomes a lich in 24 hours. If he fails the saving throw, then he is merely dead. The spell caster can be raised in the usual manner and the process tried again. However, the spell caster will have lost a level of experience and may have to requalify to become a lich. The death master can cast this spell on himself.

Undead production is designed to produce the vast number of evil (but not neutral) undead listed in the FIEND FOLIO Tome. This spectrum is very diversified. Only one undead, regardless of hit dice, can be so manufactured. That undead cannot procreate itself but will conform to the statistics and abilities given in the FIEND FOLIO book in all other ways. Its hit points will always be maximum. The undead, to rise up from being a corpse, must make its "in-life" saving throw vs. poison or the spell will fail.

Vampire production will also produce a spectre if the death master so chooses. The corpse must have been killed by a vampire or spectre, but in a way that would not allow the corpse to rise as one of those undead (i.e., killed from damage, not from levels being drained). The corpse is allowed a saving throw vs. spell, and if it fails it becomes a vampire or spectre. The undead so produced is answerable to the death master for one year, but thereafter is free-willed, bearing no animosity toward the death master. The potions required cost 6,000 gp for a vampire and 4,500 gp for a spectre. This undead will have maximum hit points but cannot procreate until it is free-willed.

Special magic items

Below are listed and described magic weapons and items that are usable to their full potency only by a death master.

Withering Scythe: This weapon is +2 to hit and does normal damage with no bonus. However, the victim must save vs. poison or also suffer the loss of 1 hit point per round thereafter from a slow but powerful poison effect. The only antidotes for this poison are *cure disease* cast by a cleric or druid of at least 9th level, *heal, regenerate, restoration, limited wish,* or *wish.* A good-aligned figure who simply picks up the scythe is subject to the same poison effect.

Eyes of the Undead: These cups that fit

over the eyes look like any of the other magical types. However, they allow a figure to see living things at a range of 90 feet even in total darkness and even if the figure is invisible or is somehow cloaked or protected from normal sight. The eyes will see an aura of life without being able to see details of the figure's face, etc. Wearing the eyes cancels normal or magical *infravision.* The *eyes of the undead* prevent a vampire from *charming* their wearer. If worn for 1 full day, the eyes will mold themselves to the wearer's eyes and cannot be removed until that figure is dead. To others, the victim's eyes look totally white. In all cases, the wearer's natural charisma will drop by two points while the eyes are worn so that they can be seen by others.

Cloak of Night: This magical cloak will operate only on a non-good figure. If a good figure wears it, he will automatically be attacked first by any undead encountered even if those undead must push past other party members to get at the wearer. The cloak, when worn by a non-good figure, confers the following powers at night only: *polymorph* with all possessions into a bat, stirge, crow, or owl at will in 1 segment (the figure must return to normal shape before changing into a different form); gain 90-foot *infravision* (whether underground or not); and act as a *cloak of elvenkind.*

Spectre Wand: This wand only operates in the hands of a death master. It fires a jet-black ray to a range of 180 feet. A hit by the ray is determined as if the intended victim had been attacked by a 6 HD monster vs. the target's frontal armor class (assuming the target is facing the wielder of the wand). If this roll "to hit" is not made, there is no effect. If the ray does hit, the target takes 1-8 hit points of damage (no saving throw), and that many points are drained *permanently* from the figure's hit-point total. The wand takes 1 segment to fire, can have from 1 to 50 charges when found, and cannot be recharged. The victim can only regain lost hit points in one of three ways: *limited wish* (2-8 points), *restoration* (2-12 points), or a *wish* (3-18 points). Once the victim gains a new level of experience, lost hit points that have not yet been regained are forever lost.

Gauntlets of the Ghoul: If a good figure puts these on, he must save vs. paralysis each round until they are removed or until he is paralyzed. They can only be removed by *dispel magic* or *remove curse,* and even then removal must be done within 2 rounds of the spell being cast or they will again lock on the victim's hands. The figure will remain paralyzed until the gauntlets are then removed. If a neutral figure puts them on, nothing will happen. If an evil figure puts them on, his touch will be as that of a ghoul, inflicting 1-4 hit points of damage per touch (hand), and a victim must save vs. paralysis or be paralyzed for 5-20 rounds.

Potions, salves, and pastes

Correct concoction of necessary potions, salves and pastes is a function of the death master's level as well as chance. If he fails in an attempt to concoct a mixture, this will not be apparent until the spell casting attempt is carried out. Given in the chart is the percent chance that the substance will, in fact, be correctly made (00 is a 100% chance; -- is no chance). It is up to the Dungeon Master to determine the major ingredient(s) in each substance and allowable substitutes, if any. The DM may, of course, rule that some substitutes will increase or decrease the chance of successful concoction.

Particular substance required by spell	Chance of correct concoction per level of death master										cost to produce	Time to produce
	4	5	6	7	8	9	10	11	12	13		
Animate skeleton rub	80	85	90	94	97	99	00	00	00	00	10 gp/skel.	2-7 hours
Animate zombie bath	76	80	84	88	92	96	99	00	00	00	200 gp/10	2-7 hours
Cause lt. w. potion	90	93	95	97	99	00	00	00	00	00	75 gp/3	1-4 hours
Plant death spray	75	79	83	87	91	94	97	00	00	00	200 gp	1-6 hours
Death armor cream	--	--	93	95	97	98	99	00	00	00	100 gp	1-4 hours
Find familiar soup	--	--	88	91	94	97	98	99	00	00	250 gp	4-16 hours
Ghast infusion	--	--	--	77	82	87	92	96	99	00	400 gp	6-36 hours
Mummy embalm fluid	--	--	--	--	87	91	95	97	98	99	1,400 gp	3-12 hours
Cause s. w. potion	--	--	--	--	--	--	--	95	98	00	2,000 gp	5-20 hours
Lichdom potion	--	--	--	--	--	--	--	--	--	93	6,000 gp	5-20 hours
Undead goop	--	--	--	--	--	--	--	--	--	90	400 gp/hd	7-56 hours
Vampire eye drops	--	--	--	--	--	--	--	--	--	94	6,000 gp	8-80 hours
Spectre gas	--	--	--	--	--	--	--	--	--	97	4,500 gp	6-72 hours

Henchmen, hirelings, and Orcus

The death master may only have hirelings and henchmen who are evil. Such henchmen are the outcasts of their own races (humans, half-orcs and dwarves only, as well as any neutral evil or chaotic evil humanoids), often fleeing for their lives because of some atrocity they have performed. Rangers, paladins, clerics, druids, monks, bards, and illusionists will never be hirelings or henchmen for a death master.

Some chaotic evil tribes of humanoids revere the death master, since he can produce armies of undead types to aid them on their missions. The death master can thus give the tribal witch doctor (and in some few cases the shaman) control of some animated undead. Such undead must be basically mindless, all of the same type, and have fewer than 4 hit dice. The undead controlled by the witch doctor or shaman may be up to ten times his level in hit dice; for instance, a gnoll witch doctor of 5th level can command 50 hit dice of undead. Any undead commanded in this manner can be taken over again by the death master any time he desires to do so.

Eventually a death master becomes a demon-worshiper who ultimately worships Orcus. Such a demon-worshipping death master is also allowed a saving throw of 8 before a lesser demon will attack him physically if a *protection from evil* spell is not in force.

A death master of 13th level who is killed on the feast day of Orcus (sometimes called Halloween) will become an undead under Orcus' direction. Some death masters will even commit suicide on that date when they are 13th level, so as to better serve the demon prince. Orcus is 45% likely to notice this action and to animate the death master with all of the character's powers intact.

Death masters, once they become chaotic evil, seek seclusion virtually always near an old graveyard or abandoned dungeon. There they will seek to produce undead armies to wreak destruction upon living beings around them. Only chaotic evils and some neutral evils will try to hire and/or ally with a death master.

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New charts, using the '5% principle'

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Foreword

The following material is not official, but is provided for your study and comment. Gary Gygax has said that an expanded combat results table is certainly desirable, so perhaps that part of the following information will eventually be made part of the official rules. However, the suggestions on how to change the experience-point chart are entirely of my own devising.

Restructuring the combat charts

The combat results table in the DMG for fighters can be altered to give a 5% better chance to hit as the character gains each new level of experience, as per the "Special note regarding fighters' progression." The principle outlined in this note can be used to expand the combat charts for all character classes and monsters, and at the same time to place all of this information on a single chart. I have expanded the charts in this manner, and the result appears below. It shows the combat result tables for each class and all monsters as well. The four small extrapolations I have made from the five charts in the DMG are given hereafter, but they would only affect low-level magic-users, peasants, monsters with only 1 or 2 hit points, and clerics of 19th level or higher. Purists can easily alter this chart to make it exactly conform to the DMG.

This expanded chart will give a character a 5% better chance "to hit" in melee on virtually every level promotion, instead of having to wait for some number of levels to gain a 5%, 10%, or even 15% increase. This chart will also better demonstrate why the current experience-point award system needs some minor alterations.

To parallel this chart, all of the matrices for saving throws have also been modified accordingly and placed on one chart, as illustrated hereafter. An examination of this chart, too, will bring to light some of the problems in the current experience-point award system.

Notes on the attack matrix:

This combat results table is true to Tables I.A., I.B., I.C., I.D.1., and II on pages 74 and 75 of the DMG, with the following exceptions (these can be changed back to the original form if you so desire):

1. A 1st-level magic-user hits AC 10 on a roll of 12; on the DMG chart, the same character would hit on a roll of 11. The revision makes it tougher for a 1st-level

ATTACK MATRIX FOR ALL CHARACTER CLASSES AND MONSTERS

Monster (HD)	1-2 hp	1-4 hp		1	1+1	1+4	2+4	3+4	4+4	6+4	7+4	8+4	9+4	11+4	13+4	15+4	
					1+3	2+3	3+3	4+3	6+3	7+3	8+3	9+3	11+3	13+3	15+3	& up	
Fighter (level)	0	M @ A	1-1 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Cleric (level)			1-2	3	4-5	6	7-8	9	10-11	12	13-14	15	16-17	18	19+		
Thief (level)		1-2	3-4	5	6-7	8	9-10	11-12	13-14	15-16	17-18	19-20	21+				
M-U (level)	1	2-3	4-5	6-7	8-9	10	11-12	13	14-15	16-17	18-20	21+					
Opponent's AC:																	
-10	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16
-9	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15
-8	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14
-7	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13
-6	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12
-5	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
-4	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
-3	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
-2	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
-1	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
0	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
1	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
2	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
3	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
4	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
5	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
6	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
7	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
8	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
9	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
10	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4

magic-user to engage in physical combat and better separates that character from other 1st-level characters who hit AC 10 on a roll of 11 or 10.

2. The man-at-arms is a separate entry on the revised table (ranking between O-level characters and 1st-level fighters), while such characters are not specially accounted for in the DMG. The capability of the true non-combatant (O-level) human is moved down one more notch, so that he hits AC 10 on a roll of 12 instead of 11.

3. Monsters with 1-2 hit points are distinguished from those with 1-4 hit points, making the former 5% less likely to hit.

4. Clerics of 19th level and higher hit AC 10 on a roll of -2, while the book calls for -1.

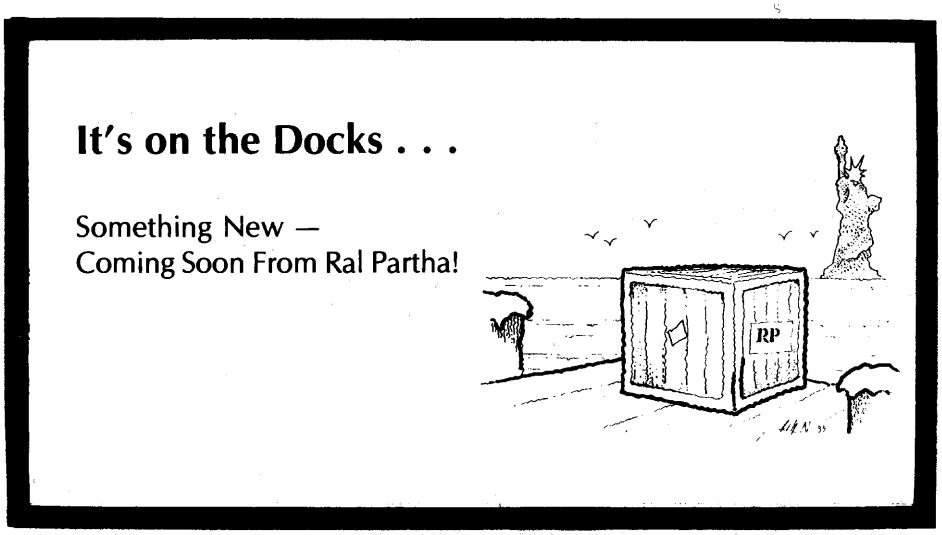
Notice that the categories for monsters are defined differently than in the DMG; for instance, creatures of 3+4 to 4+3 hit dice are grouped together. This is in accordance with the note under Table II, page 75, saying that "Any plus above +3 equals another hit die."

An all-in-one saving throw matrix

Below is a chart that spells out a suggested set of saving throws for all classes, using slightly different numbers from those given in the DMG matrix, on page 79, for levels (or hit dice) 1 through 15. For instance, a cleric of level 6 or 7 needs an 11 to save against a petrification attack. In the rules, the cleric's save vs. petrification goes from 12 (at levels 4-6) to 10 (at levels 7-9) without stopping at 11 at all. It seems more logical to have a character's saving throws improve by one-number (5%) increments, just as the character's "to hit" ability increases by 5% at a time in this new system. The two left-hand columns are new, one for 0-level characters and one for monsters of less than one hit die. The numbers given in those columns are simply extrapolated from the saving throws for 1st-level characters, adding one for the "1-1" column and another one for the "0" column. The chart given here is not carried out to levels higher than 15, but an enterprising DM could easily do so by applying the "5% principle."

SAVING THROW MATRIX FOR CHARACTERS AND MONSTERS

	Level (or hit dice) of the character or monster																
	0	1-1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Paralyzation, poison or death magic																	
Clerics	12	11	10	10	10	9	9	8	8	7	7	6	6	6	5	5	5
Fighters	16	15	14	14	13	13	12	11	10	10	9	8	7	6	5	5	4
Magic-users	16	15	14	14	14	14	14	13	13	13	12	12	11	11	11	11	11
Thieves	15	14	13	13	13	13	12	12	12	12	11	11	11	11	10	10	10
Petrification or polymorph																	
Clerics	15	14	13	13	13	12	12	11	11	10	10	9	9	9	8	8	8
Fighters	17	16	15	15	14	14	13	12	11	11	10	9	8	8	7	6	5
Magic-users	15	14	13	13	13	12	12	11	11	11	10	10	9	9	9	8	8
Thieves	14	13	12	12	12	12	11	11	11	11	10	10	10	10	9	9	9
Rod, staff or wand																	
Clerics	16	15	14	14	14	13	13	12	12	11	11	10	10	10	9	9	9
Fighters	18	17	16	16	15	15	14	13	12	12	11	10	9	9	8	7	6
Magic-users	13	12	11	11	11	10	10	9	9	9	8	8	7	7	7	6	6
Thieves	16	15	14	14	14	13	12	12	12	11	10	10	10	9	9	9	9
Breath weapon																	
Clerics	18	17	16	16	16	15	15	14	13	13	13	12	12	12	11	11	11
Fighters	20	19	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4
Magic-users	17	16	15	15	15	14	14	13	13	13	12	12	11	11	11	10	10
Thieves	18	17	16	16	16	16	15	15	15	15	14	14	14	14	13	13	13
Spells																	
Clerics	17	16	15	15	15	14	14	13	12	12	12	11	11	11	10	10	10
Fighters	19	18	17	17	16	15	14	14	13	12	11	11	10	9	8	8	7
Magic-users	14	13	12	12	12	11	11	10	10	10	9	9	8	8	8	7	7
Thieves	17	16	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8



Awarding experience

One of the Dungeon Master's most important functions is to award experience points to the party after an adventure or an evening of play. To do this properly, one must reevaluate the chart on page 85 of the Dungeon Masters Guide.

When we look at the experience-point values for monsters given on page 85 of the DMG, we see that monsters are generally grouped in a pattern x+1 to y (e.g., 4+1 to 5). This pattern, however, does not properly reflect that a monster's "to hit" probabilities change between 4+3 and 4+4. That is, a 4 HD monster hits on the same number as a 4+3 HD monster does, but a 4+4 HD monster hits as a 5 HD monster.

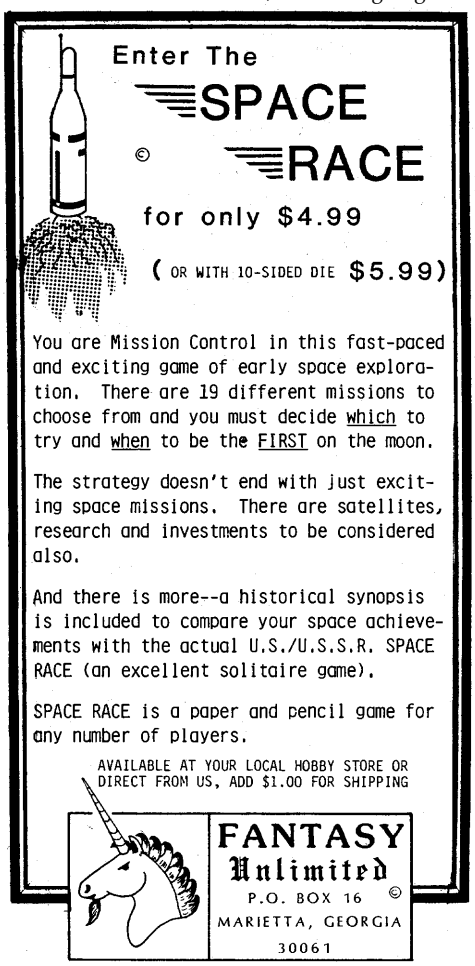
The rules on saving throws (page 79,

DMG) specify that a 4 HD monster (one that is primarily a "fighter" type) saves as a 4th-level fighter, while one with 4+1 to 4+4 hit dice saves as a 5th-level fighter.

These two facts taken together mean that the experience-point award for a certain monster is based more upon that monster's saving throws than upon its ability to fight. That seems like backwards logic.

A simple solution would be to make the combat tables and the saving-throw matrix both progress in the same fashion; i.e., a 3+4 HD to 4+3 HD monster saves as a 4th-level fighter, while a monster of 4+4 to 5+3 HD strikes 5% more often and saves as a 5th-level fighter.

If that becomes the rule, then designing a new chart for the experience-point value of monsters becomes an easy matter. Following the chart are lists of characteristics and abilities that should be classified as special or exceptional abilities. Many of the individual listings are taken directly from the DMG; suggested alterations and additions are printed in ***italic*** type.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EXPERIENCE POINT VALUES OF MONSTERS

Experience level or monster's hit dice	Basic X.P. value (BXPV)	X.P. per hit point (XP/HP)	Special ability X.P. bonus (SAXPB)	Exceptional ability X.P. addition (EAXPA)
1-6 hp	5	1	2	25
1-1 HD (Lvl 0)	7	1	3	30
1 HD (man-at-arms)	10	1	4	35
1+1 to 1+3 HD (Lvl 1)	20	2	8	45
1+4 to 2+3 HD (Lvl 2)	35	3	15	55
2+4 to 3+3 HD (Lvl 3)	60	4	25	65
3+4 to 4+3 HD (Lvl 4)	90	5	40	75
4+4 to 5+3 HD (Lvl 5)	150	6	75	125
5+4 to 6+3 HD (Lvl 6)	225	8	125	175
6+4 to 7+3 HD (Lvl 7)	375	10	175	275
7+4 to 8+3 HD (Lvl 8)	600	12	300	400
8+4 to 9+3 HD (Lvl 9)	900	14	450	600
9+4 to 10+3 HD (Lvl 10)	1100	15	575	725
10+4 to 11+3 HD (Lvl 11)	1300	16	700	850
11+4 to 12+3 HD (Lvl 12)	1550	17	825	1025
12+4 to 13+3 HD (Lvl 13)	1800	18	950	1200
13+4 to 14+3 HD (Lvl 14)	2100	19	1100	1400
14+4 to 15+3 HD (Lvl 15)	2400	20	1250	1600
15+4 to 16+3 HD (Lvl 16)	2700	22	1400	1800
16+4 to 17+3 HD (Lvl 17)	3000	25	1550	2000
17+4 to 18+3 HD (Lvl 18)	3500	27	1825	2250
18+4 to 19+3 HD (Lvl 19)	4000	30	2100	2500
19+4 to 20+3 HD (Lvl 20)	4500	32	2350	2750
20+4 and up (Lv1 21+)	5000	35	2600	3000

Typical special abilities:

Three or more attacks per round; missile discharge; armor class 0 or lower; special attacks (blood drain, hug, crush, etc.); special defenses (regeneration, hit only by special and/or magic weapons ***of +1);*** high intelligence which actually affects combat; use of minor (basically defensive) spells; ***attack multiple opponents in the same round; immunity or resistance to a particular common attack form (fire, lightning, cold); using +1 armor (or any shield); using +1 weapon;*** using ***minor offensive/defensive magic item; ability to do more damage than like monsters (or characters) due to exceptional strength*** (but see below).

Typical exceptional abilities:

Energy level drain; paralysis; poison; major breath weapon; magic resistance; spell use; swallowing whole; ***ability to cause*** weakness; attacks causing maximum damage greater than *20* singly, *24* doubly, *28* trebly or *32* in all combinations possible in 1 round; ***special purpose weapon; hit only by +2 or better weapon; using protection item (cloak, ring) of +1 to +3.***

This new experience-point chart will give fair awards based on a monster's ability to hit and damage plus its special and exceptional abilities. The awarding of experience points for killing character types (as NPCs) involves very complex calculations. Be sure to award extra experience for magic carried and employed and for the ability to cast more and more powerful spells (due to ability or carried magic); for instance, the spells of a wizard are much more potent than those of an enchanter, and assigning a double exceptional ability would be a good way to reflect this.

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LEOMUND'S TINY HUT

by **Lenard Lakofka**

Specialization and game balance

Unearthed Arcana finalizes many rule changes and additions that have appeared in DRAGON® Magazine over the last few years. Among those changes are *weapon specialization* for the fighter and ranger and *weapons of choice* (involving essentially the same principles) for the cavalier and paladin. To get the maximum benefit from these new systems, the DM must understand the mathematics underlying the new rules and what the systems do to play balance.

Let's look at an example of what will happen in an "average melee" — one in which all luck (die rolling) is removed and average figures are used for "to hit" chance, damage, and hit points. Using average figures, we can compare two opponents and determine the probable winner if the melee proceeds at an average rate.

Hit points for each character are calculated as one-half of the sum of the maximum and minimum rolls, plus any constitution bonus that might apply. Our first character is Hero, a 4th-level fighter with a constitution of 16. At 1st level he has 6 "base" hit points (see *UA* p. 74, fixing minimum hit points for beginning player characters) plus 2 for constitution, or a total of 8. For levels 2 through 4, he gains 5.5 "base" hit points per level (½ x [1 + 10] x 3), or 16.5 hp, plus 6 more for constitution, for a grand total of 30.5 hp.

Average character number two is Warrior, a 2nd-level fighter also with a 16 constitution, which means he has 15.5 hit points (6 + 2 + 5.5 + 2).

Average damage is calculated in the same fashion as hit points — one-half of the sum of the highest and lowest possible results, plus any relevant bonuses. Let's give each combatant a non-magical long sword, which does 1-8 points of damage against a M-sized opponent, or average damage of 4.5 (½ x [1 + 8]).

Dealing with averages in terms of "to hit" probabilities is a somewhat different matter. In this example, we'll equip both fighters with chain mail and shield (AC 4). To determine "to hit" numbers, I will indulge a personal preference and employ the "special note" below the attack matrix for fighters *(DMG,* p. 74). This means that Hero needs a 13 to hit AC 4, and Warrior needs a 15. In percentage terms, then, Hero has a 40% chance to do damage on any single hit attempt, and Warrior has a 30% chance.

This leads us to the calculation of average damage per round that each character will inflict. The figure for Hero is 4.5 (average damage) x 40%, or 1.8 points. The figure for Warrior is 4.5 x 30%, or 1.35 points.

Now the "average melee" can begin. When the fighters start swinging at each other, Warrior will take 1.8 points of damage per round, so his 15.5 hit points will last for 9 rounds. Hero will take 1.35 points of damage per round, and losing hit points at that rate he will easily outlast his lower-level opponent. After 9 full rounds of combat, he will still have 18.35 hit points left.

Okay, so that was no big surprise, Now, here's the point:

Let's run the same melee again, but this time let's say that Warrior has specialized in the long sword, so that he is + 1 to hit and + 2 to damage and gets two attacks every other round. Now he hits 35% of the time (on 14 instead of 15), does 6.5 points of average damage (4.5 + 2), and strikes 1.5 times per round instead of once per round. All of those changes raise his average damage per round to 3.4125 (1.5 × 6.5 × 35%).

Now our Hero has a big problem. If he loses hit points at the rate of 3.4125 per round, he won't last through round 9 either —and Warrior will win the combat if he strikes first in round 9 and reduces Hero to zero hit points before Hero does it to him. With the "simple" addition of the advantage of weapon specialization, the lowly Warrior has become a much more potent lighting force. All other things being equal, he will usually beat a 3rd-level Swordsman, he is an even match against a 4th-level Hero (as we've just demonstrated) — and with a bit of luck in a normally rolled melee, he might even be able to outlast a 5th-level Swashbuckler.

Does this mean that weapon specialization is somehow "bad," because it throws off the balance of the game? No — but it does mean that a lighter, ranger, cavalier, or paladin using weapon specialization or a weapon of choice is a much greater threat than before. Members of all other classes, and all monsters, have become much more vulnerable to these specialists. The advantage (or disadvantage, depending on your perspective) is even more pronounced when higher-level fighters and cavaliers are involved, and double or even triple specialization is brought into play. The "average melee" we used for demonstration is a fairly tame example of how the new rules can change the complexion of a melee, an adventure, or even an entire campaign.

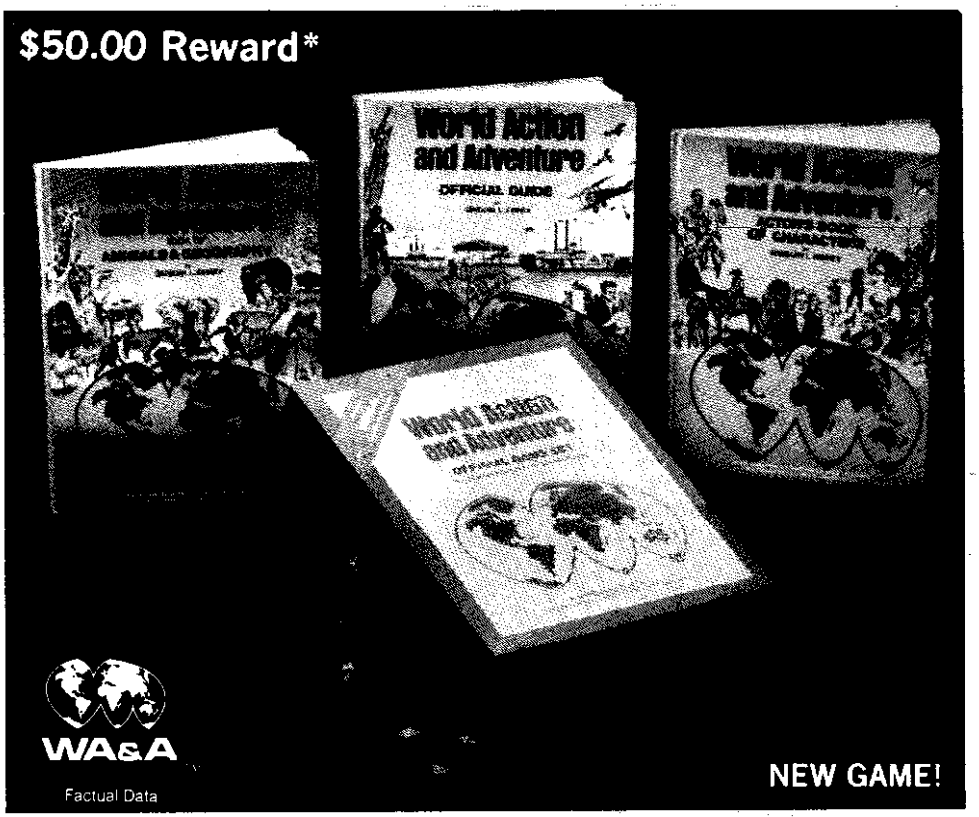
For the DM, more thought and a bit more work is required to incorporate specialization into a campaign and keep everything else in line with it. Experience-point awards, for instance: Someone who defeats a specialist in combat (assuming the opponent was using an appropriate weapon) deserves a greater reward; I suggest you award one "exceptional ability" addition *(DMG,* p. 85) for a single specialization and two for a double specialization, and there might be cases where an even higher award might be warranted.

Encounters designed to test the mettle of a weapon specialist will need to be beefed up. Where 10 orcs might have been suitable before as opposition for a PC party including one or two lighters, now you might want to consider using 12 or 14 orcs if those fighters are specialists; instead of 4 bugbears, make it 4 or 5 ogres. The overall effect of these adjustments will be to give the party as a whole more experience points than the PCs would have gained by beating a smaller or weaker enemy force.

There are many ways to toughen up the opposition in an encounter, of course, but I would not recommend automatically increasing the magic held and employed by the opposition as a balance against weapon specialization. This may make encounters more of an even match once again, but in the long run your campaign will suffer more than it benefits if you introduce an overabundance of magic.

How does a lighter get weapon specialization? It must be learned from a teacher or tutor, as with any other sort of skill. This gives you, as DM, a way to control when and how quickly a fighter, cavalier, etc. obtains the skill. Even if a teacher/tutor is readily available for training a character before 1st level or between levels, that teacher might not be qualified to teach specialization in a certain weapon. A teacher who is not specialized in a weapon certainly cannot convey that knowledge.

Weapon specialization for melee weapons, as-described on p. 18 of *Unearthed Arcana,* may be too abrupt a change for your campaign. You might want to consider watering it down as follows: The + 1 to hit applies in all cases, as per the rules. A 1st-



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level specialist (fighter or ranger) gets no bonus to damage, at 2nd and 3rd levels the damage bonus is + 1, and at 4th level and higher it is + 2.

Instead of a flat figure for attacks per round, try this system: At 1st level there is a 10% chance, rolled at the start of each round, that the character will get 2 attacks in that round. This chance goes up 10% per level until at 10th level the character has a 100% chance per round of being able to attack twice. The cycle begins to repeat itself at 11th level, when the character always gets 2 attacks per round and has a 10% chance for 3 attacks. This system "tops out" at 15th level, when the character has a 50% chance for 3 attacks in any given round. This is essentially the same effect as giving the character 5 attacks every 2 rounds, but in this system there is an element of uncertainty that keeps things interesting. The fighter may get 3 attacks in each of several successive rounds, or if the dice go against him he may only get 2 attacks in each of those rounds. Over the long haul, however, things will even out.

As a final adjustment, you might want to tone down double specialization so that it only gives + 2 bonuses to hit and damage and reserve the + 3 bonuses for those most unusual individuals who succeed in obtaining *triple* specialization. Whatever you decide to do, be sure that your decisions contribute to maintaining the balance of your campaign.

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LEOMUND'S TINY HUT

by Lenard Lakofka

Tone down the demi-humans

The list of possible player-character races was expanded by seven with the publication of *Unearthed Arcana.* Three of the new choices — gray elf, wood elf, and valley elf — should present no problem for the DM to incorporate into a campaign. However, the other four new races all have abilities or characteristics that may make them tough to handle without upsetting the balance of the campaign. Here are some suggestions for avoiding those difficulties.

The wild elf

This character race is the easiest of the four to deal with. The wild elf's power of animal friendship could cause the DM possible strife if the player decides to have his character (like many a druid we all know and love) strike up an encounter with every squirrel and bluebird the party chances to meet. The DM can discourage this tactic by ruling that the ability is only usable once per day (just as the spell would be), once every 6 hours, or whatever seems appropriate, and also by sticking to the letter of the spell description. First of all, the target is given a saving throw. Second, remember that animal friendship does not allow conversation with or communication from the animal, and can only be used to attract the pet and teach the animal three simple tricks. The magic only works on non-magical creatures of neutral alignment and *semi-* or animal intelligence.

It takes a week to teach each trick, and the animal must be tended to continuously (at least once every 3 days) or it will leave. It could be ruled that while one animal friendship training session is under way, a wild elf cannot attempt to use the innate power a second time without penalty; doing so, even if the target animal makes its save, would cause the first enchantment to be broken.

A wild elf can attract a second pet successfully only when the first one has been fully trained (taught three tricks), and in this way can accumulate a group of pets. A wild elf can control one or more animals totaling 1 HD per level of the elf. This is reduced from the 2 HD per level given in the druid spell, because having a 5th-level wild elf character with an elephant or a rhinoceros in tow could unbalance things rather badly.

A wild elf player character of an alignment other than neutral would have more difficulty in attracting animal pets; allow the animal +1 or +2 on its saving throw if the wild elf's alignment is one step removed (neutral good, neutral evil, etc.), and a +2 or +4 bonus if two steps removed (lawful good, chaotic evil, etc.). Also, allow an extra saving throw if the elf tries to teach the animal a trick that would be out of character for the animal, or which would show disrespect for nature.

The gray dwarf

Duergar have a disadvantage that makes them very hard to play in some campaigns, and a few advantages that might be too powerful for the game if they are interpreted literally.

The disadvantage (also shared by two other new PC sub-races) is the adverse effect that daylight or bright light has on them. Even in a campaign that takes place mostly in the dungeons, a party has to move above ground during the day to get from place to place. *Unearthed Arcana* says that the gray dwarf "will not venture forth" on bright days. This inhibits the player character too strongly. The dwarf may not like to do it, but there are going to be times when he'll have to come out in the sunshine to keep from slowing the party down or becoming separated from it. He will "venture forth," but only when he has to — and the duergar must then operate with all the penalties given in the text.

Alas, there is no Create Foster Grants spell that would significantly aid the light-sensitive gray dwarf. Perhaps the dwarf could travel wearing a full helm with the visor down, so that marching would be a little easier. A lenient DM might want to allow a gray dwarf attired in some sort of eye or head covering to ignore the dexterity penalty if a thieving ability is used in a noncombat situation. However, all penalties given should apply during any hostile encounter or combat.

The duergar's advantages, and the problems that arise from them, are the result of having immunities — to non-natural poisons, paralyzation attacks, and illusion spells. If we tone these down to resistances instead of immunities, we can avoid possible game-balance problems.

An immunity to non-natural poisons may be too strong. Such a rule allows a gray dwarf to enter a deadly situation without jeopardy. Instead of immunity, give the gray dwarf a saving throw of 2 versus non-natural poisons (so that it can be failed on a roll of 1). Or, reduce the experience-point award for the encounter in which the opponent was expecting an advantage from its use of non-natural poison.

Immunity to paralyzation is a greater advantage, and potentially a greater problem. With this on their side, gray dwarves can stride into a pack of ghouls or ghasts without fear or threat. The suggested solutions are the same as above: require a saving throw of 2, or cut down the XP award by not counting the paralyzation power as an exceptional ability. This immunity/resistance only extends to paralyzation caused by physical attack (such as the touch of a ghoul or ghast) and not to paralyzation or a similar force of magical origin; thus, a gray dwarf is just as susceptible to a hold person spell or a *wand of paralyzation* as any other dwarf is.

Now, the book says that gray dwarves are "unaffected by illusion spells." This is really opening Pandora's Box. This statement must be toned down, or entire types of play are going to crumble into nothingness.

Consider one of the most common types of illusion — the *invisibility* spell. Imagine a party of PCs being able to see everything they encounter because their good buddy, the gray dwarf, is unaffected by illusions. As extreme as this example is, it only represents the tip of the iceberg. The party will encounter many other common illusions, and having one member (or more) of the group never affected by an illusion simply gives the party too big an advantage.

To tone down this immunity, let's first stipulate that in order to use this characteristic, the gray dwarf must concentrate for one round on seeing through, or looking for, an illusion. If any other action is taken in the same round, the dwarfs concentration is broken and the effort is wasted.

Second, the chance to be unaffected should not be a 100% thing in very many cases. The distance between the dwarf and the illusion is a factor; it's harder to detect illusions that are farther away. If you interpret this resistance to illusions as an innate ability that cannot be improved, then a dwarfs intelligence score will also help determine how good he is at seeing through illusions. If you interpret the ability as something that can be improved through practice and experience, then use the dwarfs experience level as a factor in determining his chance. In the following table, use either the head-

ings for "Level" or "Intelligence" over the columns, depending on what you think is the nature of this resistance ability.

Range to illusion (feet)	Level 1	2	3	4	5	6	7	8+
	or Intelligence 3-7	8-7	10-11	12-13	14-15	16	17	18+
1- 29	50%	60%	70%	80%	90%	100%	100%	100%
30- 59	40%	50%	60%	70%	80%	90%	100%	100%
60- 89	30%	40%	50%	60%	70%	80%	90%	100%
90-119	20%	30%	40%	50%	60%	70%	80%	90%
120-149	10%	20%	30%	40%	50%	60%	70%	80%
150-179	5%	10%	20%	30%	40%	50%	60%	70%
180-209	2%	5%	10%	20%	30%	40%	50%	60%
210-239	—	2%	5%	10%	20%	30%	40%	50%
240-269		—	2%	5%	10%	20%	30%	40%
270-299		—	—	2%	5%	10%	20%	30%
300-329		—	—	—	2%	5%	10%	20%
330-359		—	—	—	—	2%	5%	10%
360-389		—	—	—	—	—	2%	5%
390-419		—	—	—	—	—	—	2%

It is impossible, even for a gray dwarf of utmost intelligence or level, to successfully see through an illusion at a distance of 420 feet or greater. Illusions that have real effects (such as shadow monsters) could still harm a gray dwarf, even though the character could see the monsters for what they are. Concealed and hidden doors are not illusions in any case. Neither are things hidden in shadows, blended against rock formations, or similarly camouflaged.

This is only one way to deal with this power of gray dwarves; certainly there are other ways of approaching the issue — but it should be approached. Using the rule book literally where immunity to illusions is concerned has the potential to bring irrevocable harm to the campaign.

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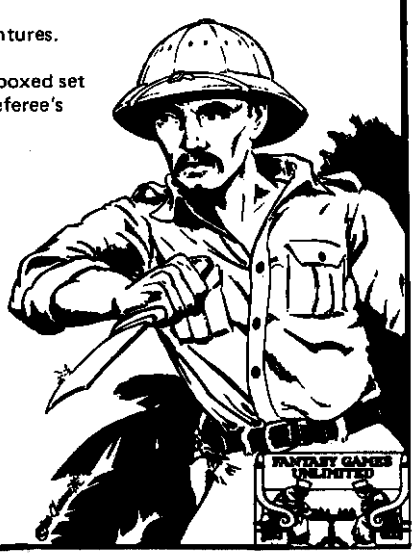

Deep gnomes

These little people have a problem operating in bright light or daylight, just as gray dwarves do, which can be handled as described in the preceding section. They are also "immune to the effects of illusions and phantasms"; take care of this with a table identical or similar to the one above. (Success figures for deep gnomes might be higher than for gray dwarves, since gnomes have an innate attunement to illusions.)

A non-illusionist svirfneblin (say this with a Swedish accent and it becomes easy) of 6th level or higher can conjure an earth elemental once a day! Good grief, what a power! Having a 90% chance to summon a monster of at least 8 HD once a day will change many a campaign. This is especially true when one considers what an earth elemental can do in a dungeon. Imagine how long your opposition monsters will last when an earth elemental, immune to normal or +1 weapons, shows up. And 30% of the time the conjurer will get a monster of 16 HD or more!

There are two ways to tone down this power — make it usable with less frequency (once a week, for instance) or impose an experience-point penalty on player-character deep gnomes in return for their possession of this ability. I would suggest a 10% penalty on all earned experience through the end of 4th level, and a 50% penalty when going from 5th to 6th level. You may find that a combination of these procedures (a slight XP penalty plus a reduction in frequency) will suit the purpose.

The svirfneblin's spell-like abilities of *blindness, blur,* and *change self* are not too radical — although a thief who can change self is going to be hard to find in a populated area!

Dark elves

Drow player characters also have a problem with bright light or daylight; handle this as described above for gray dwarves.

The drow have some very substantial spell-like powers usable once per day. Dancing lights, faerie fire, and darkness 5' radius are not too severe and probably do not need a counter. Assume that the duration, range, etc., of these abilities are the same as for their namesake spells, with variable characteristics dependent upon the dark elf's level.

Dark elves of 4th level or higher also get detect magic, know alignment, and levitate abilities. The first two are not great problems, although they can obviously help a party very much. However, the ability to levitate can be an unbalancing advantage for a drow of high level, who might be able to get an entire party out of trouble with one usage of the ability. To compensate for this great advantage, I would make all classes of player-character drow take a 10% penalty to earned experience at all times after attaining 4th level.

Female dark elves get even more advantages at 4th level, and player characters should take a 20% penalty to earned experience in going from 3rd to 4th level, plus a 10% penalty for every level thereafter. This penalty does not seem too severe, considering that female drow obtain clairvoyance, detect lie, and dispel magic abilities — a very handy group of powers for a player character to have on a once-a-day basis.

Editor's conclusion

Much of the difficulty in designing the new player-character races arose from the fact that many of the races were previously described as "monster" types in the rule books. Clearly, player characters belonging to these races could not be permitted to enjoy all the special abilities attributed to the "monsters." For instance, gray dwarves could not be automatically psionic; svirfnebli could not have special skill with darts; drow could not retain many of the magical attributes given for that race of "monsters" in the FIEND FOLIO® Tome.

Counterbalancing this was our desire to be faithful to the way the races were originally described; because of this, characteristics such as the duergar's immunity to illusions were retained, even though it wasn't always easy to find a game-balance reason for doing so.

The changes suggested in this article are good ways of dealing with problems — if the problems occur or threaten to crop up in your campaign. If you find it necessary, you can use any method of toning down these abilities that you think is appropriate. — KM

LEOMOND'S TINY HUT

by Lenard Lakofka

Creating tailor-made monsters

A monster, as described in the AD&D® game rule books, generally has a set number of hit dice. Its hit points are usually determined by recording the sum of the rolls of that number of eight-sided dice. Some monsters then add a one-time bonus, if their hit dice are given in the form x + y. Of course, there are exceptions to this: Dragons, for instance, have a number of hit dice and hit points which equates to their age level.

The "set number of hit dice" rule also does not apply to many types of humanoids, where the number of hit dice may be different for adult males, adult females, and young of either sex. However, the system for dragons is the only one that takes into account the concept of a creature gaining more hit points as it advances in age. It is not especially difficult to create such a system for other monster types, and along with that to adjust the system for experience-point calculation. By doing this, we can help insure that player characters get a proper amount of credit for killing monsters with many hit points — and also a proper (smaller) number of experience points for killing younger (and thus weaker) monsters with fewer hit points than a full-grown adult.

THE GROWTH PROCESS

Let's begin by looking at the maturation of an animal and a "monster," using a tiger and a manticore as examples..

A full-grown adult tiger has 5 + 5 hit dice, armor class 6, three attacks for 2-5/2-5/1-10 points of damage, and a chance for two more attacks doing 2-8 points of damage apiece. Now, we start at the other end of the scale and work up to these figures. Let's say that a newborn cub has 1 hit die, armor class 10, one attack (bite) for 1 point of damage and no chance for a special attack. As the cub grows to adulthood, its statistics will change to reflect its increasing toughness as an adversary.

Why is armor class included in the statistics that change with age, and why is the change so great (from AC 10 to AC 6)? Because armor class reflects not only the natural toughness of a creature's hide but also the creature's ability to move quickly and smoothly to evade an attack. A newborn tiger does not have the thickness of coat nor the toughness of skin that an adult would have, and the cub also does not have the coordination and quickness of a full-grown tiger. It is within your right as a DM to adjust armor class for an especially quick or agile animal or monster, just as you would (according to the rules) for a player character with exceptionally high dexterity. A healthy, mature tiger that you judge to have exceptional dexterity might be given an armor class of 5 or even 4.

Growth stages of a tiger

Age	HD	#Att	Bite	Claws	Rear claws	AC
Newborn	1	1	1	nil	nil	10
1-3 mos.	2	3	1-4	1/1	1/1	9
4-6 mos.	3+1	3	1-6	1-2/1-2	1-2/1-2	8
7-9 mos.	4+2	3	1-6	1-4/1-4	1-4/1-4	7
10-15 mos.	5+3	3	1-8	2-5/2-5	2-5/2-5	6
16+ mos.	5+5	3	1-10	2-5/2-5	2-8/2-8	6

Naturally, not everyone will agree with the specific numbers in this example; it's the concept that's important here, not the precise way you might see fit to put the concept into practice. I don't know how fast a tiger really matures; if you do, then perhaps you'll want to use figures that better reflect that reality.

If the example of the tiger is subjective, then this next example is even more so — because nobody really knows how rapidly a manticore matures, do they?

Growth stages of a manticore

Age	HD	#Att	Bite	Claws	Tail spikes	AC
New born	1	1	1	nil	nil	10
1-3 mos.	2	3	1-3	1/1	6x1pt.	9
4-6 mos.	3+1	3	1-4	1-2/1-2	12x1-2	8
7-9 mos.	4+2	3	1-6	1-2/1-2	12x1-4	7
10-15 mos.	5+3	3	1-6	1-3/1-3	18xl-4	6
16-24 mos.	6+3	3	1-8	1-3/1-3	24x1-4	5
25 + mos.	6+3	3	1-8	1-3/1-3	24x1-6	4

Having monsters grow up gradually like this gives you more freedom as a DM when designing encounters. If a single 1st-level fighter encounters a single tiger, it need not be a full-grown adult tiger but could be a less powerful youngster. This would make it easier for the fighter to survive the encounter and defeat the tiger — and, of course, this would also mean that the fighter's experience-point award for doing so would be lowered accordingly. Likewise, if a group of player characters encounters a group of monsters of the same sort, there is no reason why all those monsters would necessarily have the same hit dice and damage capability.

THE AGING PROCESS

Now that we've taken monsters from birth to maturity, it's time to deal with the other part of the life cycle. The Dungeon Masters Guide provides a system for the aging of player characters; the handling of animals and monsters in the campaign can benefit from an aging system, too.

Obviously, we can't express the effects of monster aging in the same terms used for characters, since most monsters don't have definable scores in strength, dexterity, wisdom, and constitution. But what we can do is translate the effects of aging into the characteristics that make monsters what they are — in other words, hit dice, armor class, and damage capability.

Suggested alterations to account for aging are summarized in the following table, which begins at the young adult stage (where the growth tables leave off) and proceeds through the venerable age category. The figures given here would probably work best if they are only applied to monsters of 4 or more hit dice; statistics should be adjusted downward (closer to zero, or no change) for creatures of 3 hit dice or less.

Age	Hit dice	Armor class	Damage
Young adult	+ d4 (d8)	-1 (30%)	+1 or +2
Mature	+ d6 (d10)	-1 (50%)	+1 to +3
Middle age	+ d4 (d20)	-1 (10%)	-1 to +1
Old	-d6 (d12)	+1 (40%)	-1 to -3
Venerable	-d8 (d10)	+1(70%)	-1 to -4

How to use this table

Each entry in the "Hit dice" column shows one die range as a

positive or negative quantity plus another die range in parentheses. Roll the type of die indicated in parentheses; if the result is a value that could be obtained by rolling the other die given, then add or subtract that number of points from the monster's hit-point total and change the monster's hit-dice designation accordingly, if necessary.

As an example, let's go back to the tiger, which "tops out" on the growth table at 5 + 5 hit dice. In other words, it will have a number of hit points in the range from 15 through 45, and it will attack as a 6 HD monster (according to p. 75 of the *DMG).* The animal will not grow any larger physically, but it may gain a few hit points for being in the young adult age category: Roll d8, and if the result is 1, 2, 3, or 4, then add that number to the animal's hit-point total. Also add this number to the tiger's *effective* hit-dice figure of 6, so that the resulting value is anywhere from 6 + 1 to 6 + 4 — and remember that if the result is 6 + 4, then the tiger will attack as a 7 HD monster. If the d8 roll was greater than 4, then the tiger remains at 5 + 5 HD and whatever hit-point total the animal already had (but it is still eligible for changes to armor class and damage by virtue of being a young adult).

The same procedure applies for reductions. If you decree that a tiger is venerable, then roll d10. If the result is between 1 and 8 inclusive, subtract that many points from the tiger's maximum hit-point total and also adjust its effective hit dice for attack purposes if necessary. If a 1 or 2 is rolled, the tiger is still effectively a 6 HD monster; if the result is between 3 and 8, the animal is reduced to a 5 HD monster. (For a subtraction that crosses the "barrier" between hit dice, consider 5 hit dice to be equivalent to 4 + 8; in other words, subtracting 8 from 5 + 5 yields a result of 4 + 5.)

Under the "Armor class" heading are given an adjustment and a chance for that adjustment to occur. A young adult has a 30% chance of having an armor class that is one step lower (better) than normal; a venerable animal has a 70% chance of having an armor class one step higher (worse) than the usual figure.

The "Damage" column gives suggestions for alterations that you can apply when you deem it appropriate to increase or decrease the normal damage figure (or figures, for creatures with multiple attacks). You may wish to rule that a monster is not eligible for an improvement in damage capability unless it also gains hit points and a benefit to armor class, or you may assign extra damage capability to an otherwise normal monster; it is possible that a tiger could have the usual number of hit dice and armor class, but be able to do more damage because of extra-sharp teeth or extra-long claws.

HIGHER HIT-POINT TOTALS

Few things are more discouraging to a DM than placing a "terrible" monster guarding an important treasure and then watching the party blow it away in a few rounds (or sooner). This sometimes happens if the monster is handicapped by the "glass jaw" of lower than average rolls for hit points. You rolled the proper number of hit dice, and lots of them came up 1, 2, or 3. You want to be fair and go by what the dice dictated (after all, that's what player characters have to do), but you don't feel right about leaving things the way they are. One obvious solution is to simply roll the dice all over again, but there's no guarantee that the second set of rolls will be any better.

The other way to prevent this problem is to modify how the hit points are determined — with the understanding, of course, that this tactic is only used in special situations where a properly challenging encounter requires that the monster(s) be tougher than average. There are two common methods for achieving this goal:

1) Guarantee a better-than-average hit-point total by using d6 + 2 or d4 + 4 for each hit die instead of d8. This has the same effect as rolling eight-sided dice but then re-rolling any results lower than a certain cutoff point — usually 1 or 2, but perhaps as high as 3 or 4 for certain monsters or certain situations.

2) Increase the chances of getting a tough monster by using 10-sided or even 12-sided dice instead of eight-siders. Before you roll, decide whether or not you will allow the total to exceed the maximum attainable with eight-sided dice; a tiger generated with 12-sided hit dice will have an average of 38 hit points, which seems reasonable if a tough tiger is desired — but if you don't decide to cut it off at 45 (the normal maximum), then it could have as many as 65 hit points, and that might be going too far. By the way, if you do decide to allow the hit-point total to exceed the normal maximum, you should still keep the tiger at its normal hit-dice figure for attack purposes. Making a tiger with 65 hit points that also attacks as a 14 HD monster is definitely stretching the intent of this advice beyond the breaking point.

A NEW DESIGN FOR DRAGONS

There's a problem in the way dragons are handled in the rules, but it has nothing to do with the rules themselves. A system of one hit point per hit die per age level is fine, but knowing this gives players an advantage they should not have. The players should not be able to calculate a dragon's hit points and breath-weapon potential after the first time the PC party is hit by its breath weapon. Alas, the rules do inadvertently allow this sort of behavior: If the players have discovered that a dragon does 28 hit points of damage with each breath that hits, then a fighter with 29 hit points will rush forward to get in that one last killing stoke while on with 27 hit points will run the other way. How to avoid this? Try the reconstructed dragon. as described below:

Age level	Hit points *	Breath attacks	Other attacks
	d2xHD	1 (50%) or 2 (50%)	25% of adult
2	d3xHD	2 (50%) or 3 (50%)	50% of adult
3	d4xHD	3	75% of adult
4	d4+1xHD	3(50%) or 4 (50%)	adult
5	d4+2xHD	3(25%) or 4 (75%)	adult
6	d4+3xHD	4	adult
7	d6+4xHD	4(50%) or 5 (50%)	adult + 10%
8	d8+4xHD	5	adult + 25%

* - Also used to calculate damage *each* time breath weapon is used.

This system makes dragons slightly stronger (more hit points) on the average, gives most dragons more frequent use of their breath weapons, and varies claw/bite damage according to age. (Old dragons don't get weaker, they get better.) Most importantly, it considers hit points and breath damage separately; hit points are rolled once, when the dragon is generated, but damage from a dragon's breath weapon is rolled on every attack instead of being a constant number. Is all of this too much? No, it isn't. Consider this example of an ancient (age level 8) dragon with 9 HD:

The dragon will have anywhere from 45 to 108 hit points, with the average result being 76½. Likewise, each use of its breath weapon will do from 45 to 108 points of damage — but that is a variable, not a fixed amount. The average damage of 76½ compares favorably with the official system, where the dragon's breath would do 72 points of damage on each strike. (Optionally, you can retain the fixed calculation for hit points and still use this system for breath damage, if you don't like the idea of an ancient dragon with only 45 hit points.)

After one or two encounters with these "new dragons," it will be obvious to players that they can't dictate their characters' actions on the assumption that the dragon will do a fixed amount of damage with its breath. Imagine their surprise when an ancient dragon breathes for "only" 50 points of damage in one round — and follows that up with a 100-point blast the next time it opens its mouth!

MORE FOR TOUGHER MONSTERS

Monsters can be made more formidable, within the context of an adventure or an encounter, by simply taking full advantage of the situation. Give a monster, or a group of monsters, a few allies. These don't have to be henchmen, hirelings, or slaves. They can be unwitting or unwilling accomplices.

Let's set up a small group of manticores in a lair. Even by themselves, the manticores are a threat — but they don't exist in a vacuum. Close to the manticore lair is a small wooded area that serves as home to several flocks of birds. These birds might make a tasty snack for manticores once in a while, but the manticores are intelligent enough to realize that killing away the birds is not in their best interest. When the birds become silent or take to the

air as a group, it doesn't take a genius to figure out that they were disturbed by the approach of someone or something. The birds are a simple, but effective, sort of early warning device.

Now we'll go one step farther and add a wolf pack that lives nearby. The wolves may claim some of the food that the manticores could get otherwise, but they also make a good warning device as well as being able to attack in their own right. A group of very cunning manticores might actually aid the wolves (and help keep them in the area) by bringing them food when times are lean, or by coming to their aid during a melee. And the wolves might well return the favor — imagine how a party might act in the middle of a "simple" battle with manticores when a pack of wolves suddenly bounds into the picture.

The general idea here is that combinations of animals or monsters present a more challenging obstacle to player characters than if those adversaries are encountered in separate groups, and this kind of game is more enjoyable than one in which characters simply run a gauntlet of one monster type after another.

MORE EQUITABLE EXPERIENCE POINTS

A troll has 6 + 6 HD and is worth 525 experience points plus 8 xp per hit point. Thus, a weakling with 12 hit points has an xp value of 621, while a "supertroll" with the maximum of 54 hp has an xp value of 957. What's wrong with that?

Well, look at it this way. The second troll has 4½ times as many hit points as the first but is worth only about 1½ times the experience points. The problem lies in the system, which gives too high a base number of xp compared to the number of xp that are awarded per hit point.

Here's one way to remedy the situation while retaining most of the structure of the existing system. Divide the monster's base xp value in half and then divide that number by the maximum hit points it is possible for such a monster to have. Round the result to the nearest whole number and add that number to the "per hit point" part of the xp award, and then calculate the new total.

Example one is the troll. The base xp value is 525; half of that is 263 (rounding up on any fraction of .5 or greater). Divide 263 by 54 (the maximum hit points possible) and round the result to 5. Add that to the value of 8 xp/hp to get 13. Now the experience-point formula for a troll is 263 + 13/hp. A troll with 12 hp becomes worth 419 xp; a troll with 54 hp becomes worth 965 xp; and a troll with 33 hit points (the average) is worth 692 xp. In the official system, the figures would be 621, 957, and 789 respectively. The revised system awards slightly more xp for the toughest possible troll, but gives a much smaller award for those that are less formidable.

For example two we'll use the giant squid, a 12 HD monster with a "book value" of 2000 xp + 16/hp. Half of 2000 is 1000; dividing 1000 by 96 yields a result of 10, so the new formula is 1000 xp + 26/hp. Now compare the values produced by each system:

Hit points	Book value	New system
12 (minimum)	2000 + 16x12 = 2192	1000 + 26x12 = 1312
96 (maximum)	2000 + 16x96 = 3536	1000 + 26x96 = 3496
54 (average)	2000 + 16x54 = 2864	1000 + 26x54 = 2404

As with the troll, the new award for a maximum-hp squid is comparable to the book value (this time it's slightly less instead of slightly more), and again the awards for monsters of lesser strength are substantially reduced.

This system works well for virtually any type of monster, and helps to insure that player characters don't receive undue credit for killing monsters that are relatively easy to dispose of. At the same time, it doesn't inflate the value of monsters at the high end of the hit-point scale, which helps keep character advancement under control — *your* control.

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